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MASTER



Hi! This is Issue 4 of the only magazine for your Sega Master System. In these pages you'll only find 100% Master System reviews, previews, tips and maps. Plus there's G-FORCE, a free pull-out for Game Gear owners.
This month is a great time to be an 8-bit owner, with fantastic games like Robocod and Wolfchild showing just what your favourite console can do. The Master System is the original and still the best.

PLAN

SEGA Master Force
Autumn 1993

CODEMASTERS DOUBLE BILL!

10 *Fantastic Dizzy* and *Micro Machines* burst onto the Master System!

GOING CLUBBING



22 We brought you the exclusive preview last issue so here's an action-packed review of the great new platformer from Core Design. Check out our bumper four-page *Chuck Rock II: Son of Chuck* review and competition.

A RIGHT HOWLER

14 There's eerie business afoot with the new hairy platform adventure from Virgin Games, *Wolfchild*. Drop those silver bullets and snarl over to page 14 for a full review. You know, I used to be a were-wolf but I'm all right noooow...

USE THE G-FORCE

31 Here's the essential accessory for your Game Gear: eight pages packed with reviews, gossip and previews of what's new in the portable Sega world.

POLE POSITION

39 You can be first off the starting grid in this cool competition to go with our review of Domark's *F1*. Win yourself a fun Scalextric set or one of five mini-cars. Brum, brum!

GO MAD WITH MICKEY!

42 Yes, it's finally arrived! The concluding part of the SEGA MASTER FORCE players' guide to *Land Of Illusion Starring Mickey Mouse*. Maps and solutions help you solve that tricky level — you'll soon be watching the end sequence.

FISHY FROLICS

18 James Pond, underwater secret agent, makes his debut on the Master System in fine style with *James Pond II: Codename Robocod*. Santa Claus has been kidnapped by the evil Dr Maybe and only our fishy friend can save Christmas!

CART CRAZY

There're loads of brilliant games cued up and ready to roll on the Master System this month. Here's what we've got for your delight...

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Our new Ed, Nick, takes over the tips section of your favourite magazine. He's certainly qualified to do the job — he spent his teenage years as tipster for CRASH magazine and he's Sonic mad!

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The mean Gut is let loose on your letters and artwork once again. What has he got to say for himself and how many times will he be asked when *Sonic 3*'s coming out? Find out here.

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It's the SEGA MASTER FORCE car boot sale on paper! Come on over and check what's on offer. There are loads of things for sale, plus pen pals and user clubs.

STOP PRESS

Prepare yourself for all the latest Master System news and previews from around the world. Our news hounds have been busy compiling a right rockin' read, so don't just sit there — dive in!

Nick's bit!

Hello, good evening and welcome to another action-packed issue of **SEGA MASTER FORCE**. I suppose an introduction's in order, so here goes... I'm Nick Roberts and as from this issue, I'm taking over as editor of this fair magazine.

I've moved over from N-FORCE, a magazine for the 8-bit Nintendo — arrgh! I just woke up one morning and realised I hated the sight of Mario! I couldn't take any more of his cheesy grin and greasy moustache, so I got out of there as quickly as I could. My life has returned to its usual manic state and I just can't get enough of Sonic the Hedgehog.

But enough about me, you want to know what's happening in the mag this month. Well, we've got a great feature on two of the hottest games to grace the MS for ages: *Fantastic Dizzy* and *Micro Machines* from Codemasters. Pop over to page 10 for all the gen on those. There are full reviews of Virgin's *Wolfchild*, Core's *Chuck Rock II: Son of Chuck* and US Gold's brilliant *Robocod*.

I've been busy mapping away at the final part of *Land of Illusion* to put you out of your misery in Beat The System, and then there's G-FORCE for Game Gear players. If you're a competition freak there are a couple of crackers in these pages. You can get your hands on a copy of *Chuck Rock II* and a T-shirt on page 25, or an excellent Scalextric set or one of five mini-cars on page 39.

I hope you like the new SEGA MASTER FORCE. It's going to be better still next issue.

Until then, enjoy your cards and badge and keep playing!

Nick Roberts

Nick Roberts
Editor

DOWN THE ARCADES

Sega Amusements are about to open one of London's biggest Family Entertainment Centres. Situated within the Yaohan Plaza project, a Japanese leisure and retail complex, its interior design and decoration promise to be unconventional.

A staggering 8000 square feet of prime space has been transformed into a high-tech home for the most up-to-date video games and entertainment systems. The games already lined up include *Virtua Racing*, an *R360* flight simulator and *Bowl Easy*, a ten-pin bowling system.

The centre's aimed at all the family so there'll be entertainment for everybody — Mum and Dad, teenagers and sprogs. In keeping with this attitude, there won't be gambling machines of any kind at Sega centres.

Malcolm Evans, Sega's Director of Operations, commented, 'We are delighted to be associated with the Yaohan Plaza. The Plaza is the first and largest of its kind in Europe and as such we are theming this, our latest operation, towards both a Japanese and local user group.' Sega already have successful operations in Hamleys, EuroDisney, Virgin Megastores, France and Japan, where they lead the field.

The Yaohan Plaza opens in September and provides a quality blend of Japanese nosh and entertainment to please game-freaks of all ages.

PRAISE BE TO SEGA!



Is this your idea of Heaven or Hell? No, you're not seeing things, this is **Thora Hird** of Sunday evening TV, sampling the heavenly delights of **Sega**'s brilliant *Virtua Racing*. The saintly personality and TV presenter was showing a group of young choir boys around Sega's *Metropolis* game department in **Hamley**'s toy shop for her new religious chat show. (It's not called 'Pennys From Heaven' is it? — Sub Ed)

Apart from racers, we've been wondering what kind of carts light Thora's candle. Nick reckons it's got to be god sims like *Populous* (for obvious reasons), while Tim thinks she's probably into puzzle games. 'After all,' says Tim, 'it's a complete mystery to me how she's stayed looking so young all these years...'

OOKY KOOKY!

The evil Abigail Craven has demonic designs on **The Addams Family**'s hidden fortune. So eager to lay her hands on their dosh, in fact, she'll do *anything* to achieve her mischievous goal. The stinky old witch has cast a spell on their Uncle Fester to brainwash him into being her partner in crime.

She's also captured and imprisoned ghastly Granny Addams and her delightful grandchildren, weird Wednesday and porky Pugsley, in dusty, long-forgotten corners of their mansion. You take the role of the suave yet ghostly Gomez and rescue your loved ones while saving the family's fortune (with Les Dennis? —Sub Ed).

The Addams Family is basically a platform/beat-'em-up game. You roam around the Addams' home, dodging traps and spooks along the way. You start with four lives and can pick up more as you go — but losing them's a lot easier!

This creepy game is coming to the Master System very soon, but for now here's a screenshot to whet your appetite.



Platform game fans can look forward to another great romp, this time around the Addams mansion.

WHAT'S IN STORE?

The world's largest computer and video games department opens in London this autumn. **HMV** launch **Level One** at their main store in Oxford Street, devoting a staggering 6000 square feet of floor space to console games including lots of Master System software and hardware.

Level One offers the biggest range of entertainment software in England, with over 10,000 titles in stock. A high-tech, futuristic interior with state-of-the art features has been specifically designed for the new store, complete with translucent glass wall, special lighting effects and a huge video wall — a 'games challenge' area for game tournaments and personal appearances has also been included, which sounds like a great idea.

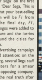
Designed by **Red Jacket**, *Level One*'s located on the first floor, next to HMV Videozone. They hope it will be the best games department anywhere in the world; it does make HMV, Oxford Street, the world's largest record store at 50,000 square feet.

This is the only place to go if you want to add to your Sega Master System collection. Then when you've finished shopping for video games you can pop around the corner and pick up and compact disc or cassette of the latest pop tunes. HMV in Oxford Street also has it's own radio station!

This store is definitely worth a visit.

THE CHEEK OF IT ALL!

With the launch of *F1* just around the corner, Putney software house **Domark** decided to run a teaser advertising campaign outside **Sega** offices around Europe. They used four poster lorries and targeted the cities of London, Madrid, Paris and Hamburg with a five-day message to the Sega staff.



The message slowly built up, starting with 'Dear Sega' on the first day to finally read, 'Dear Sega, This is to let you know that your best-selling title this Autumn will be *F1* from Domark!'. On the final day, *F1*, Domark and Sega logos were added to complete the picture and the lorries were driven around the cities for maximum exposure.

This unique advertising campaign certainly attracted attention: on the first day in Hamburg, several Sega staff mistook the posters for a smear campaign from an opposing company. They discovered the real truth after several frantic phone calls.

Good one, Domark! You can check out our review of *F1* on page 28 of this issue of MASTER FORCE.



65 MILLION YEARS IN THE MAKING



It's too late for all the hype about the blockbusting **Steven Spielberg** movie but ***Jurassic Park***'s coming to the Master System in November. The film's based on *Michael Crichton*'s book in which a wealthy entrepreneur uses his wealth to research genetic engineering and creates a theme park where the main attractions are live dinosaurs!

All is well in Jurassic Park until a group of dinosaur experts, a Chaos mathematician and a computer systems analyst visit the park to give their opinions of the project. Computer boffin Dennis Nedry deactivates the park's control system, turning off all the electrified fences used to keep the dinosaurs in their separate enclosures. Then all hell breaks loose and many people and dinos are eaten!

The Master System game follows the storyline closely with levels based on different scenes from the film, all packed with graphics of dinosaurs in all shapes and sizes. As you can imagine, the end-of-level guardians are all giant dinos, with a confrontation with the huge T-Rex waiting at the end of the adventure.

Game Gear *Jurassic Park*'s already available in Japan and will appear from **Sega** around November, with slight alterations to gameplay. We can't wait to have a look at this great new platform cart. Look out for a full preview coming your way soon.



HE'S BACK!

Arnie's back — and he's meaner than ever. Have no fear, though, because this time he's a good guy. You all know the storyline by now but what you don't know is that **Acclaim** are soon to release *T2: The Arcade Game* for the Master System. The game's programmed by **Probe**, the same people who bought us the brilliant *Alien 3*.

The first levels are set in a grim future where evil robots, under the control of the powerful Skynet computer, have taken over the world. You must create as much damage as possible. First wiping out out an army of Terminator endoskeletons, flying Hunter-Killers and missile-launchers, you go on to destroy Skynet itself.

Once you've accomplished this, you must return to the present day and obliterate the Cyberdyne laboratories (the company whose technology is behind Skynet). If this isn't achieved, Armageddon is on the cards for 1997.

Your final task is to destroy the shape-shifting T1000, the indestructible master machine of the future. If you've seen the movie, you'll know this is no easy task.

T2: The Arcade Game boasts nine tense levels and is very much like the original coin-op. You're equipped with a vast array of weapons, including missiles, rapid-fire machine guns and grenades. Unfortunately this hardware gets very hot, so keep collecting coolant or your heroic plans will grind to a halt.

T2 from **Acclaim** hits the streets in mid-November. Keep your eyes peeled for a preview in next month's issue.

FREE GAMES!

Septmber 16th is a day all die hard game freaks will want to highlight in their diary. It's the opening day of the biggest and best consumer electronics show of the year at London's Olympia exhibition hall. LIVE '93 runs from 16th to 20th Septmber and boasts over a million cubic metres of games galore plus the chance to enter the National Games Challenge, win a pile of excellent gaming prizes and be crowned the best gamer in the UK.

If that wasn't enough, we'll be there too! Impact Magazines, the company that brings you SEGA MASTER FORCE and other great mags, have organised the whole console games section of the show. Come along and have a chat to the editorial teams and play a few rounds on our brilliant video games wall.

Tickets for this extravaganza cost £7 each or £16 for a family of two adults and three children. Just turn up on one of the days or call the ticket hotline on 071 373 8141. We'll see you there!



SPOTS BEFORE MY EYES!

Coming soon to a Master System near you is the coolest character to ever emerge from a can of pop! From the American ads for 7-Up comes **Cool Spot**, the red spot in the logo, wearing a pair of dude shades and white sneakers. Many of you **Sega** freaks will have heard of Cool Spot from **Virgin**'s hit Mega Drive game, where he blew away all the competition with brilliant animation and a fun platform fizz-'em-up.

To avoid the bad guys on the ground you can use balloons hanging in the air above.

The graphics in *Cool Spot* will blow your mind with fantastic animation and bags of colour.

Cool Spot's adventure takes place in a world full of beach bums, surfin' bottles and balloons. There's an evil dude (isn't there always?) called Wild Wicked Willy Will (no kidding!) and he's trapped all Cool Spot's mates in cages. Here's where things get really confusing because all Spot's friends are called... wait for it... Spot!

No prizes for guessing what Cool Spot's mission is. Yup, he has to rescue his pals from these cages by leaping around, collecting the red dots and avoiding Will's cronies. Out to stop our red hero are crabs, cowboys, mad mice and clockwork false teeth. Of course, these are no competition for a dude in dark shades, who fires fizz to stop their silly games.

Levels are set in very strange places and promise challenging antics to the toughest game fiends. A high-speed train, construction site, dangerous beach and attic full of mouse-traps keep Spot on his toes.

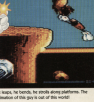
Take a look at the screenshots around this page to see just how great Master System *Cool Spot*'s looking. We'll bring you a full review very soon — keep 'em peeled!





What a dude in his cool shades and trendy sneakers. He's going to take the Master System by storm.





He leaps, he bends, he strolls along platforms. The animation of this guy is out of this world!

MAKING A BIG SPLASH

Forget those tacky old adverts starring **Rolf Harris** and his big toe, **Sega** have launched a new campaign to teach water safety to school children and they've roped in the stars of *Baywatch* to help out.

As part of a sponsorship deal with the **Royal Life Saving Society**, Sega have helped produce a teaching pack for the 'Lifeguard Potential' project, which includes a 20-minute video starring the *Baywatch* team and **Ecco the Dolphin**. Although 25,000 of these comprehensive packs have been produced for the project, the RLSS have already received orders for over 15,000 from schools all over the country.



Director of the RLSS, **Ceila Godsall**, is very pleased with the response: 'Our research has shown overwhelmingly that the lifeguard is viewed by children as a very positive role model. A water safety message delivered by lifeguards has the best chance of being received and we look forward to Sega joining our life-saving campaign.'

With guest appearances by *Baywatch*'s Nicole Eggert and David Charvet, we suspect many Sega game fiends can't wait, either!

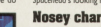
SNEAKY PEEKS!

Those busy little beavers at **Codemasters** have been locked in a cupboard for the past few months writing a whole series of great games for both the Master System and Game Gear. Most of them will be released in the months leading up to Christmas.

If you turn to page 10 this issue, you'll see our feature on these masters of code, including previews of *Fantastic Dizzy* and *Micro Machines*. As well as these great releases, there'll be at least three more games from the Codemasters stable.

Cosmic Spacehead is available in November and follows the adventures of a spaceman from the planet Linoleum. Cosmic was the brave hero who left his home planet and visited Earth to find out what us humans are like.

Unfortunately, he forgot to get any evidence of his visit and was a laughing stock when he arrived home. There was nothing for him to do but return to Earth and this time do the job properly.



Cosmic Spacehead is one of the first Master System games to use a 'point and click' method of control. This means you point to where you want your man to go.

Cosmic Spacehead's unique in the console world, using the 'point and click' method of play combined with arcade platform elements. Using a pointer, the player indicates where they want Cosmic to go.

There are set keywords and phrases such as 'look', 'talk to' and 'press' which must be used around the scrolling play areas to discover objects and solve problems. *Cosmic Spacehead*'s looking like a cool game.



Bignose the Caveman is another new console game hero to come from Codemasters. You can look forward to lots of great new games from these guys 'n' gals.

Nosey characters

Bignose the Caveman is the next big release, also due in November. As the title suggests, the main character's a Neanderthal gentlemen with a particularly large hooter!

It's an action-packed arcade game where Bignose hits plenty of dinosaurs with a huge club. Let's face it, with all the dino-hype around *Jurassic Park* at the moment, it will be great relief to bash the creatures on the head! There are lots of levels to play through, including icy and flight zones. Another cool game coming your way!

Finally, we've grabbed early shots of a little elephant adventure. *CJ — Elephant Fugitive!* is a new version of one of Codemasters' home computer games. CJ the elephant is a fun-loving little chap with a long trunk and big ears. He can fire peanuts out of his trunk and is also armed with a big bag of bombs.

CJ was kidnapped from his herd in Africa and imprisoned in an English zoo but soon had enough of that and burst from his cage. There are six zones for him to escape through and plenty of mad creatures get in his way. Another platform game to add to the collection — but a great looking one.

So there you have it. Codemasters have a really strong line-up for the rest of the year, and into 1994. We'll bring you full previews and reviews on these great games very soon.

COMING SOON...

There's a starry sky full of sparkling Master System games coming your way over the next few months. Sega have got one of the most impressive line-ups ever and there are some excellent games being developed by third party licencees. Just take a look at what the future holds.

Super Off Road Racing	Virgin Games	August
The Flash	Sega	September
Power Strike 2	Sega	September
Robocod	US Gold	September
Sonic Chaos	Sega	October
Ottifant	Sega	October
Home Alone	Sega	October
Chuck Rock 2	Core Design	October
Desert Strike	Domark	October
Cool Spot	Virgin Games	October
FI	Domark	October
Star Wars	US Gold	October
Jurassic Park	Sega	November
Ecco the Dolphin	Sega	November
Donald Duck 2	Sega	November
Asterix — The Secret Mission	Sega	November
Road Runner	Sega	November
Jungle Book	Virgin Games	November
PGA Tour Golf	Tengen	November
Winter Olympics	US Gold	November
Robocop Vs Terminator	Virgin Games	November

All release dates are subject to change.

Mortal Mayhem!

No doubt you've noticed by now there are some great ***Mortal Kombat*** giveaways on the cover of this issue. We love you all so much we decided to give you a set of reference cards for the superb new beat-'em-up and a badge to impress your friends.

Master System *Mortal Kombat* is in the shops by the time you read this so you can get a copy and try out these cards. There are four in all and they detail the moves of each of the six main characters. The final card tells you how best to defeat the two mean end-of-game bosses, Goro and Shang Tsung.

You'll soon be kickin' butt once you've read through these!





Fantastic Dizzy has various areas all linked together. You can move from one to another collecting objects as you go and solving puzzles. Here we see Dizzy in the graveyard — spooky stuff eh?

masters

Codemasters software company has gone from strength to strength since they launched their first game, Dizzy, back in 1987. Now they're an international hit and their ovoid mascot has achieved world domination!

It was a hazy day back in September 1987 when programming team **The Oliver Twins** were toying with ideas for a new platform adventure. They needed a character who would appeal to all ages, be cute and friendly but fit into a game where tough challenges would be thrust upon it.

After a few sketches and doodles, **Dizzy** was born — an egg with red gloves and boots, a cartoony face and the ability to leap about platforms and roll down hills. He had a cheeky grin and told some really awful yolks!

Dizzy was an original character in a computer game market filled with sports simulators and arcade-style games. This new star was soon a hit on the popular home computer formats of the time — ZX Spectrum, Commodore 64 and Amstrad CPC.

The original game was simply called *Dizzy*, a challenging platform adventure where the little lad battled through an adventure all by himself. It wasn't long before **Codemasters** spotted the potential of their new creation.

Console Dizzy!

Dizzy's character was developed and he was given a history, friends, enemies and a world to live in — Zakeria. With all these elements in place, more adventure games could be created with bigger and better story lines and situations for the plucky egg.

After many successful adventures on home computers, the boffins at Codemasters decided it was time Dizzy broke into the console market. The great thing about the character is that he's not tied to one particular system, like the **Super Mario Brothers** or **Sonic The Hedgehog**. Dizzy can be released on every format imaginable so *all* game fiends can enjoy his adventures.

The first console to get a Dizzy game was the Nintendo Entertainment System in 1991. *The Fantastic Adventures of Dizzy* was awarded the Best NES Graphics Adventure Game of 1991 in America and it wasn't long after its UK launch that it hit the number one spot in the Gallup NES charts, knocking off Nintendo's Mario games!

Zaks' attack

Now Dizzy's world is about to be launched onto the **Sega** Master System and Game Gear. The title shortened to simply *Fantastic Dizzy*, it's almost exactly the same as the Nintendo game, with a huge play area and many tricky puzzles to work through.

The evil wizard Zaks has cast an eerie spell over Dizzy's homeland, turning all the friendly creatures into fiends, and he's got Dizzy's girlfriend, Daisy, held captive in his mystic cloud castle. Our brave hero must rescue his love and return the land to its happy state.

Fantastic Dizzy looks great, with colourful cartoon-style graphics and tunes that are irritatingly brilliant. As well as scrolling platform levels, there are bonus games packed in, too! Walk the plank on a pirate ship and Dizzy must ride the bubbles to escape the ocean, go down the mine and he can ride a mine cart through a maze of tracks, take the correct exit from the town and Dizzy finds himself in a barrel going down a river — and there's a sliding puzzle game to earn extra lives!

Fantastic Dizzy's an action-packed cart to keep all game-freaks busy for weeks on end. Check out our full review next issue.

Who's who?

Fantastic Dizzy's packed with great cartoon characters who live in the land of Zakeria. Dizzy's family and friends are called the Yolkfolk and live in a treehouse village high above the ground.

Grand Dizzy is the wise old head of the tribe and Dizzy's grandfather. Our little eggy hero also has a sister, Dora, who's a studious type. Then there are his friends: Denzil the cool dude, Dylan's a hippy who's into plants and animals and will do anything for a peaceful life. Dozy's a sleepy egg and snores through most of the adventure and Daisy is Dizzy's beautiful girlfriend — she's a right cracker!

Dizzy has an adorable pink furry creature as a pet, Pogie the Fluffle. This bundle of fun's always the cause of mayhem around the treehouse and is really tricky to catch.

The arch-enemy of the Yolkfolk is the evil wizard Zaks, who lives in a cloud castle high above Zakeria. Other characters around the village are the trolls, once-friendly creatures who became Zaks' soldiers when he used magic on them.

Shamus the Leprechaun is a nasty old chap and won't let Dizzy pass without the correct item and Bluebeard the Pirate lives on his ship — he'll have our hero walking the plank before you can say 'chicken plop'!

Games galore!

Believe it or not, Master System Fantastic Dizzy isn't the first Dizzy game to come from the minds of the game designers at Codemasters — there's a list as long as your arm to check out. The trouble is they're on different formats, so you'll have to find a friend with that console or computer to play them!

The last two are the console games and include many of the ideas and puzzles from the home computer adventures.

Dizzy
Treasure Island Dizzy
Fantasy World Dizzy
Magicland Dizzy
Spellbound Dizzy
Dizzy: Prince of the Yolkfolk
Crystal Kingdom Dizzy
Bubble Dizzy
Fast Food
Kwik Snax
Dizzy Down the Rapids
Panic Dizzy
Dizzy Collection
Dizzy's Excellent Adventures
The Fantastic Adventures of Dizzy
Fantastic Dizzy

Bubble Dizzy, for example, is the level in *Fantastic Dizzy* where Bluebeard the Pirate makes our hero walk the plank!

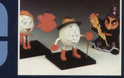
There are also special limited edition Dizzy games which were only available on the covertapes of CRASH magazine. If you're a hard-core Dizzy fan, you can probably find these around car boot sales — but you'll need a ZX Spectrum to play them!

Boiled, poached or fried?

Dizzy has come a long way from his humble beginnings on the Spectrum back in 1987.

A whole range of merchandising now sports his cheeky grin. Mugs, bags, T-shirts, clocks and badges are all available from Codemasters, and there was a rumour that his amazing adventures were going to be made into an American cartoon series, but we've had no sighting of this at MASTER FORCE.

To celebrate the excellent sales of Dizzy games around the world, Codemasters also had a set of models made of the Yolkfolk and other stars from the games. These take pride of place in their HQ!



...s of code

Fantastic Dizzy: The Preview

Codemaster's eggs-traordinary character finally graces the Master System. We've put Tim hot on the trail of the ovoid wonder to find out what all the fuss is about.

Dizzy is one of the most popular video game characters ever. Game sales have totalled over three million units across all formats and now he's come to dominate the Master System.

Dizzy's a very peculiar hero. He's an ovoid — egg-shaped, to you and me — has a large, cartoon-like face and bright red boots. His first **Sega** adventure takes him to the magical world of Zakeria, where girlfriend Daisy has been kidnapped by a stinky old wizard, Zaks. He's taken her to his seedy castle up in the clouds and your job, as Dizzy, is to find the castle, rescue your missus and defeat Zaks.

The adventure begins in front of Dizzy's tree house, way above the forest floor. Brace yourself, this is no easy ride! To start with, you can only move along a certain stretch of the map. You're stopped from going further by various puzzles — solve them and the map gradually opens up, revealing new challenges and puzzles to work out.

Each street in the game is linked by a dark tunnel inhabited by rats, spiders and yummy fruit!

The objects of the game

Some puzzles are solved using your brains but others can't be conquered unless you have the correct object. These are scattered throughout your journey so look out for them. Once you've picked up an object you can use the joypad to examine it, which gives a clue on how it should be used.

You start with three lives but meet a mass of evil creatures on your travels. Some kill you immediately, others only damage you a wee bit. Eating fruit along the way replenishes Dizzy's energy store, so if you don't want to become a scrambled egg, dodge the bad guys and eat as much fruit as possible.

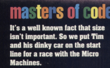
Around the map are 250 spinning stars. You need to collect every one of these magic stars before you can enter Zaks' evil domain and complete the game. Use the number of stars remaining to gauge how far you've progressed.

Fantastic Dizzy has only six levels but each is massive and packed with action and adventure. They don't have to be completed in order so you can go back and forth, collecting objects and solving more puzzles as you go.

Butter your soldiers and get ready for a *cracking* review of **Codemasters** fantastic game in the next egg-cellent edition of SEGA MASTER FORCE.

If Diz runs short on lives you can attempt one of the many sliding puzzle games to win one back.

masters of code



It's a well known fact that size isn't important. So we put Tim and his dinky car on the start line for a race with the Micro Machines.

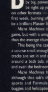


They say milk is good for you, but this milk could cause you to skid out of the race!



We've all played pool, but the balls were never this size! *Micro Machines* is full of miniature surprises.

The Original Micro Machines Scale Miniatures



Do you like stunt racing but feel intimidated by big, powerful engines? If so, *Micro Machines* should be right up your street. It's been a screeching success on other formats — the MD version hit Number One in its first week, burning off all other competitors — so it's set to be a brilliant Master System game, too.

Micro Machines is essentially an overhead-view driving game, but with a unique difference: the vehicles are no bigger than the average thumbnail.

This being the case, you'd think there'd be trouble finding a course small enough to compete. No problem, the tiny race tracks are set in and around a house, laid out on a pool table, around a bath tub, in the workshop, on the breakfast table and even the bedroom floor (is nowhere sacred?).

Micro Machines has everything but the kitchen sink — although that tub's the next best thing! The vehicles include sports and Formula One cars, power boats, tanks, dune buggies and helicopters.

Tiny terrors

There are 27 winding tracks in all, obstacles customised to suit the room they're in. Patches of sticky orange juice slow you down on the breakfast table, falling down a pocket on the pool table doesn't help much, but whatever you do, don't get sucked down the plug hole while boating in the bath — there are spiders, soap suds and all kinds of horrible things down there!

You can compete in single-player mode or head-to-head with a friend in a devastating challenge race. However you play, *Micro Machines* pitches you against three ruthless computer-controlled racers, ensuring fast-paced, competitive action.

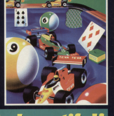


Racing around the breakfast table is a hazzardous passtime. Watch out for the orange juice stains!

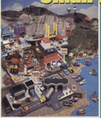
From what we've seen so far, *Micro Machines* is set to be the best racing game of the year. Although the competitors are titchy, it's an incredibly high-powered cart, overflowing with action. Hold onto your hats and get ready to rev the hell out of your dinky engine.

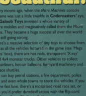


I wouldn't fancy taking a bath with these guys racing around it — who knows where they'd end up?!



Small is beautiful!





Many moons ago, when the *Micro Machines* console game was just a little twinkle in **Codemasters'** eye, **Lewis Galoob Toys** invented a whole variety of miniature mobiles and imaginatively called them the Micro Machines. They became a huge success all over the world and are still going strong.

There's a massive selection of tiny toys to choose from. As well as all the vehicles featured in the game (see 'Mega Machines' box), there are hot rods, transparent 'X-ray' cars and 4x4 monster trucks. Other vehicles to collect include airliners, hot-air balloons, farmyard machinery and even space shuttles.

You can buy petrol stations, a fire department, police stations and even whole towns to store the vehicles. If you live in the fast lane, there's a motorised road race set, or perhaps you'd prefer daredevil action with the Rip-cord Racers Super Stunt Challenge Set?

Micro Machines cater for every taste, from stunt racing to space travel, so get your motor running and head out to your back yard with a handful of these brilliant toys.



Codemasters have selected the best out of the hundreds of *Micro Machines* for this stonking game.

Yee-ha! Just like *The Dukes of Hazzard* but racing over a ring binder instead of off a cliff.

Puddles in the back yard are highly dangerous. Fall into one and it's Game Over.

Mega machines

The great **Micro Machines** toys come in many shapes and sizes. They're perfect scale models of their big brothers and superb things to collect. Not all the vehicles are in the *Micro Machines* game, so let's see what they *did* include...

Power Boats
Zippy little motors which speed around the bath. They 'skid' a fair bit on corners and have ducks, cakes of soap and whirlpool plugholes to contend with.

4x4s
Compact yet powerful vehicles which race over a breakfast table. They barge each other and can withstand almost any knock, with the exception of driving off the edge of the table.

Sports Cars
These little blighters really do move — they're the fastest vehicle in the whole game. But beware of skids, you may leave tyre marks around the bend.

Warriors
These are *real* mean machines. No one and nothing is safe with these around! They barge and push each other with their spikes, sometimes causing opponents to explode.

Rufftrux
The bonus tracks use these unique tank-like vehicles. It can move pretty fast but they don't get up to full speed because of the twisting, turning tracks it faces.

Turbo Wheels
These sand buggies zip about over a sandpit, avoiding spades and sandcastles. They skid around every corner so quick thinking and good steering's a necessity.

Formula One
Just like a real Grand Prix except all the action takes place on a pool table! The cars are good at cornering and reach breakneck speeds.

Choppers
These mini-'copters zip around the garden like manic flies. They overshoot corners and aren't easy to control. Beware of leaks in the hosepipe.

Tanks
These are handled in a similar fashion to Rufftrux but they can fire cannonballs at each other. It's every man for himself when racing these.

Each race track is set around a house. Here we have the Formula One cars racing on a pool table!

Round and round the garden, like a teddy bear. One step, two step — crash right into there!

Now here's a tricky situation. That bloke has a massive gun, Wolfchild has a tiny one and there's a crate in the middle. Better check out the crate to see if there's any power-ups or it's barbecued wolf time! Pass the ketchup!

WOLF

Lock away your silver bullets, hide the shaver and buy a few tins of Pedigree Chum because Virgin Games' Wolfchild is coming to tea!

Saul Morrow's a young man with a little something extra in his genes. His dear father, Dr Kal Morrow, is the world's most excellent scientist, his goal to create superhuman soldiers by combining the genes of powerful human beings and certain animals. As part of Project Wolfchild, the doctor has already succeeded in producing creatures with awesome strength and incredible psychic abilities.

Unfortunately, Dr Morrow's work was discovered just as his experiment was perfected. The evil terrorist organisation C.H.I.M.E.R.A, headed by the ruthless Karl Draxx, kidnapped the doctor and massacred his wife and youngest son.

Returning home from a fishing trip, Saul's horrified to find the bodies of his mother and brother and sets out to avenge their deaths and rescue his dad. He bravely steps into the experimental transmutation chamber and becomes the project's first human guinea pig. Saul survives the transformation and emerges as the man-monster known as Wolfchild.

Hair-raising action

If you haven't twigged by now, you take the role of Saul and your mission is to search nine levels for your pop. Your other objective is to destroy Draxx and C.H.I.M.E.R.A, once and for all.

The levels are jam-packed with bad guys, out for blood. Kill or evade them as Saul or powered-up as Wolfchild, then find the exit to make it through to the next stage. You're confronted by boss characters at the end of every few levels, so be prepared.

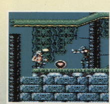
If you're a platform fan with a taste for a challenge, *Wolfchild* should be right up your street. There are loads of hidden items to find and secret passages to sniff out. The levels are large and packed with vile villains and awkward obstacles. If there are enough Master System owners with eyebrows that meet in the middle and hairy palms, it should be a howling success.

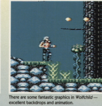
Jump the barrels to reach the evil dude then give him a good blasting with a handy weapon.

Creatures and monsters lurk in every corner of the game. You'll have to keep your eyes peeled for trouble.

Here's a quick glimpse at the first level of *Wolfchild*. The giant afterburners must be avoided or the hero of the story will end up barbecued on the floor!

All the backgrounds and sprites are well detailed with some cool animation to watch out for.


Icons are dotted around each level and hold many wonderful power-ups. Check them all out below.


There are some fantastic graphics in *Wolfchild* — excellent backdrops and animation.


Bad guys come in all shapes and sizes. This one is more like an oversized maggot — so just stamp on it!

CHILD

Wolf 'em down!

No platform adventure would be complete without a range of power-ups to collect. *Wolfchild* has a particularly impressive collection that have different effects on the human and wolfman characters. Here's the complete low-down on the lot...

Big Heart: Boosts the hero's energy and makes him into a wolf if he's a puny human at the time — handy really!

Spore: Blast these things wide open and they spill out all sorts of goodies for extra points and power-ups.

Crate: As with the spore, the crates are here to hide goodies. Use any weapon or punch to blow them open and grab the loot!

Little Heart: The energy bar is split into two and if it crosses the middle line our hero transforms. This gives it a little boost.

Power: When you've collected a weapon keep grabbing these to power it up to full. Those enemies can soon sap the power away.

Restart: Grab these icons whenever you see them. If you die you will only go back to the place where you last collected one.

Tim howls... 'TOO DIFFICULT'

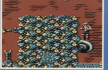
When I first laid eyes on *Wolfchild*, I thought I was dreaming — the graphics are stunning. I played the same game on Mega-CD a few months ago and the visuals are almost identical. Wolfchild and his assailants are incredibly well animated, while backdrops are detailed, colourful and clear.

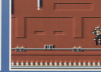
Gameplay's also pretty similar, only the levels have been reconstructed to make it more demanding. The first two levels aren't too difficult but it gets a lot more challenging as it goes on.

Wolfchild offers good entertainment value. There are loads of hidden items and passages to find, which should keep you occupied, but the continuous flow of bad guys makes it too difficult. If you're a hardened game fiend you'll probably love *Wolfchild*, but I was pulling my hair out before I even got halfway through.

I found it surprisingly lacking in the sound department — there's no theme tune or backing music, just a few effects. Although the Master System's sound chip is limited, it's capable of far better than this.

Overall, a good conversion with excellent visuals, but I don't know why it's been made so difficult. **TIM 78%**


There are some tricky level layouts in *Wolfchild* with secret passageways and mazes. Great fun!


As the wolf our hero has a wide range of weapons to pick-up and use against his foes.


Oh no! He's lost his wolf powers. Is a punch from a human as powerful as a fully charged laser gun? Nope!

Nick Snarls... 'TOUGH PLATFORMER!'

Slobbering and howling onto the Master System comes *Wolfchild*, a challenging platform adventure with the coolest graphics I've seen for eons. The great thing about the hero in this adventure is he's a sporty human who changes into a hairy werewolf when he collects an energy icon. As a man, Saul can only punch his way through enemies, but all types of weapons can be used as the wolf to fight from a distance.

The levels include many mazes and secret passageways to negotiate, plus end-of-level guardians which take some battering before they let you pass.

Visually, *Wolfchild*'s stunning, with detailed backdrops and slick animation on both the wolf and human characters. Some of the power-up icons are tricky to spot, as are the bombs planted on some platforms. You're blown sky-high before you realise what you've trodden on!

If you fancy an adventure with hairy overtones, check out *Wolfchild* — it's coooooool!

NICK 85%

Look at that half-man, half-wolf dude posing for the screen shot. He should be killing someone instead!

That weapon doesn't look very menacing, does it? It looks more like a megaphone — is that enemy trying to make a speech or something?

In great platform adventure tradition each level has a tough guardian to defeat at the end — ooo scary!

Has anyone got a silver bullet handy?

It's terrible being a wolf. You have to use a de-fleaing shampoo and the haircut bills are enormous!

Now hold it right there you beast. That heart power-up is mine and I'll fight you to the death for it!





This is a game that has many hidden passageways and tunnels, so check every corner to find them all.

Even as a human our hero can deliver a pretty good punch to knock most enemies out of the game.



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Santa's ice castle at the North Pole has many locked doors. The previous level must be completed before Robocod can gain access to them.

SEGA master BLASTER

ROBOC

Have you got fish fingers? Do you hate the sight of bread crumbs? If you do, you could be a big fan of James Pond, the greatest underwater secret agent! (The only? — Ed)

Take down the decorations, stop stuffing the turkey and get rid of that needle-dropping tree — Christmas is cancelled! A dodgy geezer by the name of Dr Maybe has kidnapped Santa Claus and halted all toy production in his North Pole factory. Who on earth can save the day?! Wait — can you smell fish?

Only one secret agent's fishy enough to rescue Santa and that's James Pond: codename Robocod. For this special mission, James has been given an Extendosuit to allow him to breath on land. This armoured suit protects him from many knocks and has a stretching mechanism to help James reach high platforms. By pulling his body into the suit, our hero can also make a pretty powerful bouncing bomb for blasting tough enemies.

This cute platform game is almost an exact copy of the highly successful Mega Drive version. The graphics, sound and levels are here in all their glory — nine theme areas with multiple levels, secret rooms and bad dudes in each. The object's to collect all the booby-trapped toy penguins Dr Maybe has planted around each level then find the exit. James' mission to rescue Santa must be completed in just 48 hours.

Fun with fins!

Themes for levels include teddy bears, cars, sports and a wacky circus, complete with big top. You must complete the levels then move on to the tough boss who guards the exit. A few bashes on the head and it's off to the next exciting area.

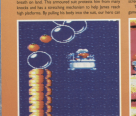
To kick off with, Robocod has three batteries of power in his Extendosuit but he can carry up to five. Every time he's hit by one of Dr Maybe's cronies, a battery's knocked off; when they're all gone he loses a life. Lives are recorded in a unique way — a James Pond hand in the bottom-left corner of the screen holds up fingers to show the number remaining.

There are lots of power-ups and collectables around the game. Yellow stars add an extra battery, tiny JPs give a life and all kinds of weird and wonderful objects bump up the score.

James Pond isn't confined to his fins in this cracker of a game. If he searches out the various vehicles and contraptions invented for him by the scientists at F.I.5.H headquarters, he can take a ride. There's a sports car, bath tub, plane and angel wings to discover.

Robocod is a one-player game and unfortunately there are no passwords, but it's so addictive you don't mind playing from scratch each time and three continues are a help. MF

Quick duck! No, actually I'm a goldfish and that over there is a bus with eyes — strange!



I'm for ever blowing bubbles! There's nothing like a nice bath after a long-day crime of fighting.



To complete each level Robocod must defuse all the booby trapped penguins that Dr Maybe has planted around the place, then find the flashing exit. Tough work for a tiny fish — he could get battered!



Gosh how scary — a giant teddy bear! But this bear has huge spikes on his bottom that will soon stop Robocod.

By pulling himself down into his armour James Pond can make a pretty effective bomb for bashing enemies.

Tim fillets... 'BOLD GRAPHICS'

This game has it all. There's everything from pink hippos to head-throwing snowmen, all bound together with a distinct smell of fish. I have to admit, I had reservations about *Robocod* to begin with. Trudging through a slimy old pond and mixing with fish isn't my idea of a good time. Nevertheless, I thoroughly enjoyed this cart.

You can leap through a vast array of entertaining levels, ranging from sports rooms to candy cupboards — there's even a shower room, just in case you're feeling grubby. It's not just a mass of stinky old pond weed, after all!

The graphics are worthy of a Mega Drive game. They're packed with colour and sprites are big and bold. The sonics are wonderful; US Gold have really made the most of the Master System's sound chip. Plenty of effects and a tune so catchy you'll be humming it for days. How annoying.

The gameplay's fast, furious, addictive and sickly-sweet. Although this is a challenging cart, it's instantly playable. Beware, everything about *Robocod* spells C.U.T.E. If you're a big softy, you'll love it. On the other hand, cynics might just throw up! **TIM 93%**

Robocod conquers the world!

Everyone's favourite fishy secret agent has really made it big. After his humble beginnings in a swimmy game on the Commodore Amiga he burst onto the Sega scene with his hit games on the Mega Drive. It wasn't long before the invitations to public engagements came flooding in and he was launched into the public eye. Just take a look at what he's been up to recently.

'Yes John, you're doing fine, just keep talking.' To get himself into the House of Commons James Pond helps our PM out with his speech.

'Oh, jolly good show!' JP is always on hand to help out with a few Royal waves, but where's his hat?

'Did anyone ever tell you it's rude to point!' JP and Bill argue over who's the best guy!

'3, 2, 1, BLAST OFF!' Hold it, there's a giant fishy guy in a white tuxedo on the launch pad!

Anyone for a game of Chess? These huge playing pieces form part of a really tricky level.

Slippery soap, watery waves and potty power-ups. This game will drive you quackers!

The little penguins sit around wondering who is going to save Santa Claus from this menace, Dr Maybe. Then, from the depths pops Robocod! The underwater secret agent.

Name that tuna!

There are piles of power-ups in *James Pond: Codename Robocod*. Some give our hero special powerswhile others are there for a mega score. There are even hidden cheats in the game!

Ankh: Collect these for extra lives. They are added on to James Pond's fingers in the bottom left of the screen.

Armour: Jump onto this little power-up and James will become invincible to everything in the game, it only lasts for a short time though.

Blue star: All the stars in the game add something nice to Robocod. Some give extra lives, some energy and others just points.

Exit: When all the penguins in the level have been set free the exit will start to flash. Some levels have two exits so keep them peeled!

Aeroplane: As long as James Pond doesn't already have the wings he can jump into his plane and take to the skies killing everything in his path.

Halfway marker: Most levels have one of these things around half way through. Hit it and James will only go back to here when he dies.

Penguin: These poor creatures have been booby trapped by Dr Maybe. He's planted bombs on them so save them before they blow!

Poison: Keep well away from these icons. If James touches one it will knock off one battery of energy before he can say 'seafood cocktail'!

Purple star: More lovely stars to collect, but what does this one do for you? Collect it and find out, we don't want to give away the surprise.

Umbrella: There are handy things to have. If James collects one and falls from a tall platform he can then float to the ground collecting bonuses.

Angel wings: Our fishy secret agent can become a flying fish once he's collected one of these. Watch out for other flying creatures though!

Yellow star: You'll have to pick up every single one of these you can find as they add one battery of energy to James' store.

In his snazzy sports car James thinks he's the king of the road. The train has other ideas though!

Nick bobs... *'ABSOLUTELY FANTASTIC'*

I was amazed when I plugged the *Robocod* cart into my Master System and switched on. This game is nearly identical to the Mega Drive one that came out ages ago — right down to the intro sequences and music! Tiertex, the programmers, should have a big pat on the back for this one.

Levels look stunning and play like a dream, with hidden rooms full of bonuses to discover, cheats built in and various modes of transport for our friend James. Through the game, he can jump into a snazzy sports car, take a bath for a spin, fly a plane and even attach wings to his Extendosuit to take to the skies.

Any platform game fans out there will be addicted from the start. The sickeningly cute tunes tinkle away in the background and drive everyone else in the room mad while you play. They're brilliant, particularly the remixes of 'We wish you a Merry Christmas' and the *RoboCop* theme music.

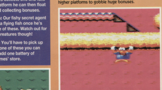
I just couldn't put *Robocod* down. I just wish I hadn't completed the Mega Drive game before, as I knew exactly where to go and what to do. If there's you only buy one game this month, make it *Robocod* — it's somefin special! **NICK 94%**

In the land of chocolate Rice Crispies you find manic trains that will easily knock James Pond over! Who thinks this mad stuff up in the first place?

Some of the end-of-level guardians are really tough. This sharp toothed car takes some bashing.

With his special Extendosuit, Robo can easily reach higher platforms to gobble huge bonuses.

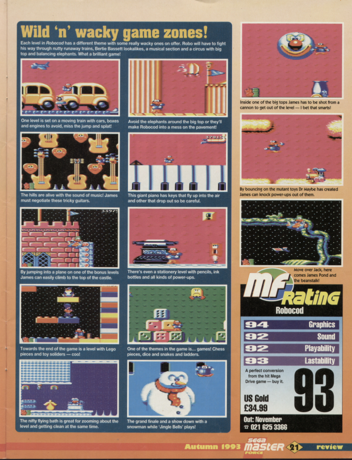
Oh for the wings of a dove — angelic! Forget flying, let's just take a bite of that Christmas cake.



Pond can cling to platforms above him, then move left or right to drop down over previously inaccessible areas.



It's tough for James Pond in *Robocod*. He has to stop himself scoffing all the cakes and get on with his job!



Wild 'n' wacky game zones!

Each level in *Robocod* has a different theme with some really wacky ones on offer. Robo will have to fight his way through nutty runaway trains, Bertie Bassett lookalikes, a musical section and a circus with big top and balancing elephants. What a brilliant game!

One level is set on a moving train with cars, boxes and engines to avoid, miss the jump and splat!

Avoid the elephants around the big top or they'll make Robocod into a mess on the pavement!

The hills are alive with the sound of music! James must negotiate these tricky guitars.

This giant piano has keys that fly up into the air and other that drop out so be careful.

By jumping into a plane on one of the bonus levels James can easily climb to the top of the castle.

There's even a stationery level with pencils, ink bottles and all kinds of power-ups.

Towards the end of the game is a level with Lego pieces and toy soliders — coo!

One of the themes in the game is... games! Chess pieces, dice and snakes and ladders.

The nifty flying bath is great for zooming about the level and getting clean at the same time.

The grand finale and a show down with a snowman while 'Jingle Bells' plays!

Inside one of the big tops James has to be shot from a cannon to get out of the level — I bet that smarts!

By bouncing on the mutant toys Dr Maybe has created James can knock power-ups out of them.

Move over Jack, here comes James Pond and the beanstalk!

MF Rating
Robocod

94	Graphics
92	Sound
92	Playability
93	Lastability

A perfect conversion from the hit Mega Drive game — buy it.

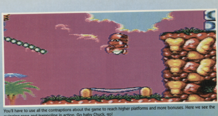
93

US Gold
£34.99

Out: November
☎ 021 625 3366

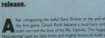
SEGA MASTER BLASTER

Oh dear, poor old Chuck has been kidnapped. It looks like he'll have to take a back seat this time and make way for his dynamic son in Tengen's latest release.



You'll have to use all the contraptions about the game to reach higher platforms and more bonuses. Here we see the swinging rope and trampoline in action. Go baby Chuck, go!

CHUCK R
SON OF



After conquering the awful Gary Gritter at the end of the first game, Chuck Rock became a local hero and soon married the love of his life, Ophelia. The happy Neanderthal used his little brain and mighty brawn to build a revolutionary new machine, 'The Rocket'. Impressed with his inventive talents, the banks showered Chuck with cash which he used to set up his own car company, Fjord Motors.

The good fortune didn't stop there. One day Chuck woke to see the tail-end of a stork disappearing over the horizon — and there on his doorstep was a bouncing baby boy!

Chuck Jr is the spitting image of his dad, except he wears a big droopy nappy. Like his father, he doesn't talk much but is rather handy with a club.

Chuck had his life sorted. With a pretty wife, a baby boy and a successful business, he hadn't a care in the world.

But disaster struck one day when Chuck received a visit from two hoods working for Brick Jagger, the owner of rival company Datstone Car Company. The two heavies kidnapped Chuck and are holding him to ransom. If Ophelia doesn't sign over the car factory to Brick, she'll never see her husband again. But have no fear because the son of Chuck is a fast developer and has taken it upon himself to rescue his pop and save the day.

Team efforts

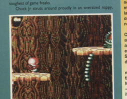
Chuck Rock II: Son of Chuck is from the same team who brought you the original game, Core Design, and has six stages jam-packed with platform action. There are three skill levels; the Easy setting can be completed without too much sweat but Hard's a different story, challenging even the toughest of game freaks.

Chuck Jr struts around proudly in an oversized nappy, dragging a giant club which he uses to bash dinosaurs, smash blocks and find hidden treasures.

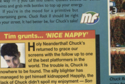
As in the first game, scenery can be used to your advantage. You can bounce off logs or bash rocks into place then use them as stepping stones. You even get a helping hand from an orangutan, who throws you to a higher level when you step onto his hairy hands.

You start with three lives but more can be collected on the way — *if* you can find them. Collect sweets for bonus points and grab milk bottles to top up your energy.

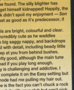
If you're in the mood for a primitive but entertaining game, *Chuck Rock II* should be right up your street. It had better be, for Chuck's sake!



Swinging ropes help our infant hero reach higher platforms and bash more monsters.



Tim grunts... 'NICE NAPPY'



Holy Neanderthal! Chuck's returned to grace our screens with the follow up to one of the best platformers in the world. The trouble is, Chuck is nowhere to be found. The silly blighter has managed to get himself kidnapped! Happily, the lack of Chuck didn't spoil my enjoyment — *Son of Chuck*'s just as good as it's predecessor, if not better.

The visuals are bright, colourful and clear. Chuck Jr's incredibly cute as he waddles around in his big saggy nappy, and backdrops are crammed with detail, including beady little eyes that peep at you from behind bushes. Sound is pretty good, although the main tune drives you mad if you play long enough.

Gameplay is challenging and addictive. I managed to complete it on the Easy setting but the harder mode had me pulling my hair out. My only gripe is the fact you can't chuck a rock — you can bash it with your club but can't pick it up. A bit silly, considering the game's title.

But overall, compulsive gameplay and innovative visuals make *Son of Chuck* a great sequel.

TIM 90%

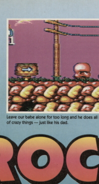


Chuck Rock 2: Son of Chuck is another brilliant platform game from Core Design. We're all addicted to it!

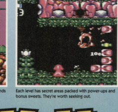




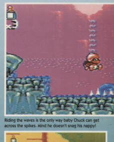
The strong man looks like a real tough guy but bash him on the head and he will catapult baby Chuck into the air.



Leave our babe alone for too long and he does all kinds of crazy things — just like his dad.



Each level has secret areas packed with power-ups and bonus sweets. They're worth seeking out.



Riding the waves is the only way baby Chuck can get across the spikes. Mind he doesn't snag his nappy!

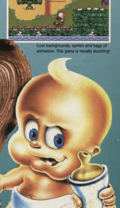
ROCK II: F CHUCK



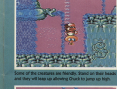
Some of the creatures are friendly. Stand on their heads and they will leap up allowing Chuck to jump up high.



Watch the guardians' attacks patterns to easily kill them off.



Cool backgrounds, sprites and bags of animation. This game is visually stunning!



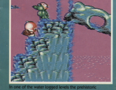
In one of the water logged levels the prehistoric monsters put bathing caps on! Wacky stuff this.



Sweets are littered all around the levels. Collect them for a big score.



Baby Chuck can do all sorts of things with his club. Here we see him doing a balancing act.





Bad dudes!

The meanies in *Son of Chuck* come in all shapes and sizes and they have some amazing expressions when bashed on the bonce!

A nutty Neanderthal trundles about some of the platforms and will hit our baby given half a chance. Get him before he gets you.

Beware of some of the gooey green stuff. It may look harmless but it comes to life when baby Chuck walks near-by.



More goo monsters. They can be splattered back into their swamps with a swift club to the head. Aww, but they're really cute, aren't they?

These gorillas sit in trees throwing bananas out in all directions. They can be knocked off their perch by jumping and clubbing them.

Surfin' USA! The water levels are inhabited by many strange creatures. They're just enjoying the beach so keep away from them.

Ha, ha! Look at that dopey dinosaur wearing a shower cap. He doesn't want to get his hair wet does he?

On the lava level this guy wears a protective suit to keep out the heat, but poor baby Chuck only has a nappy!

Dancing around in the trees you'll find this little nutty thing. Get out your club and crack his nut to put him out of his misery.

Arrgh! Creepy spiders hang from their webs in the tree level. Keep out of their way if you suffer from arachnophobia!

How can these bird-like creatures see where they're going if they have their eyes closed? Watch out for that tree!

These flies look harmless but can be a real pest until bashed with the trusty club. Baby Chuck certainly knows how to treat them.

This is a tough cookie to crack. The octopus creature has a difficult attack pattern to master.

Nick burps... *'CHALLENGING LEVELS'*



I really loved the first *Chuck Rock* game; it had brilliant graphics, packed with colour and animation. I only played it on the Mega Drive but I hear the Master System version was just as good. This sequel uses the same mould but remixes the levels and adds new contraptions for Chuck Rock's little baby to leap about and bash with his big club.

This guy's a bit young to go clubbing but he does a good job of it, with various moves up his nappy. He has a basic clubbing manoeuvre to knock off dinosaurs and flies or can leap into the air and come crashing down on whatever's below.

Enemies come in all shapes and sizes and are packed with character. They pull different expressions when bonked on the head, which really adds to the appeal of the game.

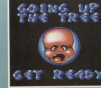
Chuck Rock II: Son of Chuck is a fantastic platform game. The levels are challenging and the bosses have some of the best graphics and unique attack patterns I've ever seen on the Master System. Brilliant stuff — well done, Core!

NICK 92%



The cute gorillas will do anything for bananas. It looks like this one already has a good supply of them. He throws them out in all directions so watch out!

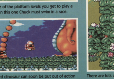
At the end of each group of levels there's a giant guardian to deal with. They all have weak spots.



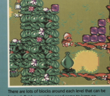
Even the title screens to each level have some brilliant graphics on them.



Between some of the platform levels you get to play a bonus game. In this one Chuck must swim in a race.



This pot bellied dinosaur can soon be put out of action with a few bonks on the head. Look at his plasters!



There are lots of blocks around each level that can be bashed. But beware! You need some to jump on.

CHUCK UP!

WIN! WIN! WIN!

10 copies of Chuck Rock II
10 fantastic T-shirts

If you've just read the review of **Core Design**'s *Chuck Rock II: Son of Chuck*, you'll know just what an excellent game it is. It's the follow-up to *Chuck Rock* (believe it or not!) and follows the adventures of big Chuck's little son. Armed with nothing but a club and a clean nappy, he's on a quest to save his dad from a nasty piece of work named Brick Jagger!

To celebrate the release of this mega prehistoric platformer, **Core** have given us ten copies of the groovy game itself and ten cool T-shirts with *Chuck Rock II* plastered all over them.

There's only one way of winning a game or T-shirt and that's to put felt tips, pencil crayons or water colours to paper and come up with a brilliant drawing of baby Chuck, his pop and some of the crazy creatures who inhabit the game. The SEGA MASTER FORCE panel of judges will decide which entries are worth a place in our art gallery and which deserve to rot at the bottom of the bin!

Send your masterpieces to **CHUCK CART ART COMPO, SEGA MASTER FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW**. Please try to post your entry so it arrives here before **22 October** and let us know if you don't want to receive promotional material from other companies.



As you can see this game is hot stuff! But how is a little baby supposed to survive with all that lava around? That bloke's got himself a special suit.

Before the giant bird attacks baby Chuck you can see him flying in the distance — what brilliant graphics!

Another end-of-level guardian. This time it's a Bronto. Just look at his ugly mug when you hit him.

MF Rating

Chuck Rock II: Son of Chuck

92	Graphics
88	Sound
90	Playability
91	Lastability

Visually stunning platform game, packed with great gameplay. A must

91

Core Design
£29.99

Out: October
☎ 0332 297797



As well as the platform levels in *Star Wars* there are also 3D shoot-'em-up challenges to complete. Can you reach the Death Star and have a pop at Darth Vader?

STAR WA

Join Luke, Han and the rest of the gang in a battle against the evil Darth Vader. May the Force be with you...

The year was 1977 and film-maker George Lucas had just released his latest masterpiece — *Star Wars*. Little did he know that his film of galactic battles would become one of the most successful sci-fi adventures of all time. *Star Wars* has been seen by over one billion people worldwide, with video sales of the trilogy topping two million in the past year!

Now it's time for the Master System to feel the Force. US Gold's *Star Wars* game takes scenes from the original movie and converts them into action-packed platform and shoot-'em-up levels.

You start as Luke Skywalker and by adventuring through side-scrolling levels, you meet other characters and utilise their abilities to reach the ultimate goal — the destruction of the Death Star.

Stars in their eyes

There are five main game styles in *Star Wars*: The sideways-scrolling platform shooters where you find other characters and have a blast at passing enemies; exploring the desert in a land speeder; a flight through a meteor field in 3D; a battle with TIE fighters in the Millenium Falcon; and a vertically-scrolling shoot-'em-up through the Death Star.

Levels can be completed in any order and you don't even have to complete all of them to finish the game, but it's more fun if you do. You're given the percentage completed at the end of your game — if it isn't 100%, you don't get to see the end sequence.

Star Wars is one of the highest-grossing box office hits of all time and is set to weave its magic on the Master System charts, too!

Flying through the Death Star is a tricky business. One wrong move and... KERPOW!

The game is packed with action sequences that mirror those in the blockbusting movie.

Nick booms... *'LIKE THE MOVIE'*

Is *Star Wars* as popular today as it was way back in the late Seventies? It must be because US Gold have just got around to producing the Master System game to go with the film. And what a cool platformer it is, too!

There's a mixture of side-scrolling platform levels with plenty of shoot-'em-up action and the land speeder bits where you guide the vehicle through the desert. Luke's the man in charge at the beginning of the game, with a great mop of blonde hair, but as you progress you pick up other characters to control. Everyone's here — Han Solo, Princess Leia, R2-D2 and C-3PO.

I was stunned by the quality of the graphics. All levels have great backgrounds and sprites, but when you come across another character you get a full-screen picture of them in all their glory. Some of these scenes are animated, too, like when R2-D2 projects the Princess's message.

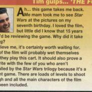
All the music from the film has been included but some of the tunes are a little dodgy and screechy. Never mind, though, they create a good game-playing atmosphere. There's even the music from the Mos Eisley space port as you walk in!

All *Star Wars* fans should play this great platform game — it's just like taking part in the classic movie! **NICK 88%**



Luke isn't the only character you can control in the game. Han Solo, Princess Leia and Obi Wan can be too!

Tim gulps... 'THE FORCE IS WITH ME!'



Ah... this game takes me back. Me mam took me to see *Star Wars* at the pictures on my seventh birthday. I loved the film, but little did I know that 15 years later I'd be reviewing the game. Why did it take so long?

Believe me, it's certainly worth waiting for. Fans of the film will probably wet themselves when they play this cart. It should also prove a favourite with the few of you who aren't enthralled by the *Star Wars* trilogy because it's a brilliant game. There are loads of levels to shoot through and all the main characters of the film have been included.

The visuals are brilliant. Each level's packed with detail, colour and realistic-looking sprites. My only gripe is that Luke Skywalker looks more like Macaulay Culkin than the Jedis' chosen one.

The gameplay is pretty tricky at times but this gives it staying power. I couldn't stomach the first level, as it's unnecessarily awkward, but later ones are superbly playable.

Sound effects are okay and the music's great. All the main tunes are included, even the groovy disco jive in the cantina.

Star Wars is one of the best games this month. Gameplay's entertaining, graphics are cool and the sound's rather favourable! **TIM 90%**





Feel the force!

Main characters of the film can be played in the game and they all have their own abilities and weapons. We've all got our favourites, see which is yours.

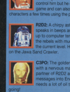


Luke Skywalker: He's a farm boy from the planet Tatooine who longs to be a star pilot. He hasn't yet learnt to use the force so must rely on the two weapons he has to get through the game. He has a blaster and a light sabre at his disposal.

Han Solo: A Corellian starship pilot and smuggler who owns the Millenium Falcon. He has a great piloting ability and is a bit quick off the draw. He carries a heavy blaster and can certainly shoot!

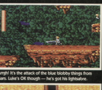
Princess Leia: A lovely lass and leader of the Rebel Alliance. She's been captured by Darth Vader and is being held prisoner in the Death Star's detention block. Fast on her feet, she's armed with a small blaster.

Obi Wan Kenobi: One of the remaining Jedi Knights in the galaxy, he's retired and living on Tatooine. You can't control him but he offers advice in the game and can also regenerate dead characters a few times using the power of the force.



R2D2: A chirpy astro-mech who speaks in beeps and blips. He can link up to computer terminals and supply the rebels with much needed data on the current level. He's found captured on the Jawa Sand Crawler.

C3PO: The golden protocol droid with a nervous manner. He's the partner of R2D2 and translates his messages into English. He certainly needs a lot of oil to keep his joins going!



Arrgh! It's the attack of the blue blobby things from Mars. Luke's OK though — he's got his lightsabre.





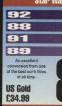
Star Wars is a mixture of platform and shoot-'em-up game styles.



The sand crawlers are used to move from level to level in the desert. Mind that sand dune though!



There are many hidden power-ups for the characters to collect. Energy and weapons are the most important.



MF Rating
Star Wars

92	Graphics
88	Sound
91	Playability
89	Lastability

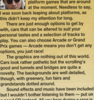
An excellent conversion from one of the best sci-fi films of all time.

89

US Gold
£34.99

Out: September
☎ 021 625 3366

F1


The wide open road ahead and it's anyone's race. Just put the pedal to the metal and keep your fingers crossed for a win!

Strap yourself into the driving seat and prepare to feel some acceleration — Domark's new racing game is faster than a speeding bullet!

The television companies try their best. They cover the FIA Formula One World Championship, they put cameras into the cars and they give non-stop commentary on the action. But it's not like being there is it? Well now you can go one step further and actually take part with Domark's *F1*.

All the thrills and spills of this top racing event have been painstakingly converted to the Master System. All the cars, drivers and options are here, plus the all-important speed a game of this type needs.

Before you put pedal to the metal, you can call up the status of your car and alter all the settings to suit your tastes. Wings, gears, tyres and engine can all be customised to produce the leanest, meanest driving machine in the race.

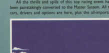
Mega machines

When you're satisfied, cycle through the tracks, which include all the famous circuits from around the world, then qualify for the Grand Prix. An outline of the selected track is always kept on the status panel of the main play screen, along with speedometer, lap times and your position in the race.

F1's an excellent one-player game but find a friend to join the championship and the playability doubles! There's a slick split-screen view of the action so both players can compete at the same time. This is really useful as you're bombing along — you can check where your mate is in the race and speed up to catch him or laugh in his face!

There are many neat touches in *F1* that we haven't come across before in Master System racing games. Some tracks include tunnels which scroll by really smoothly.

For Formula One racing, *F1* is the business.


Sonic the Hedgehog gets everywhere these days doesn't he? He's even sneaked into *F1*!


In split-screen two-player mode the game becomes highly addictive and is still just as fast.

Nick honks... *'NOTHING SPECIAL'*

I was really looking forward to playing F1 — I thought it would be a nice change from all the platform games that are around at the moment. Needless to say, I was soon back leaping about platforms, as this didn't keep my attention for long.

There are just enough options to get by with, cars that can be altered to suit your personal tastes and a selection of tracks to play. You can also choose Arcade or Grand Prix games — Arcade means you don't get any options, you just race!

The graphics are nothing out of this world. Cars look rather pathetic but the scrolling's good and tunnels and bridges are quite a novelty. The backgrounds are well detailed, though, with greenery, fun fairs and grandstands dotted around.

Sound effects and music have been included but I wouldn't bother listening to them — put on a good CD instead. All you hear during a race is a terrible droning sound from the cars.

It's not all bad, though. If you've got a mate who likes F1 driving, get them along for a two-player race. The screen's split into two so you can see exactly what the other player's up to. It's great fun when you whizz past your opponent and watch yourself on their half of the screen. The trouble is that you'll probably crash because you're not watching where you're going!

Don't bother with *F1*, it's nothing special at all.

NICK 68%



Tim screeches... 'REALISTIC ACTION'

A life on the open road would suit me fine. I can picture it now... racing up to speeds of 200 mph, the wind blowing through my hair... and I haven't even taken my helmet off! *F1*'s supposed to be the fastest and most realistic racing game ever to hit the Master System. This is probably true, but as the few racers which already grace the Master System aren't much cop, Domark didn't have a hard task ahead of them.

As far as racing games go, *F1*'s okay but nothing special. Sure, the car races up to 200 mph, but it certainly doesn't seem that fast. When I got up to a hundred, the white lines beneath the car crawled by.

However, I'll give credit where it's due. Graphically it's almost identical to the Mega Drive version, with a few minor alterations. The car runs smoothly and the scenery's well drawn.

I found the gameplay to be slightly more challenging. When you bump into the back of one of your opponents, your car spins around and stops, losing valuable time as you get back up to speed. This is far more realistic than the small bump noise you get on the MD.

F1 may be the best Grand Prix game on the Master System but there's ample room for improvement. **TIM 73%**

This is one of the first racing games on the Master System in include bridges and tunnels — woo!

Everyone has their personal tastes when it comes to driving. In *F1* you can customise 'til the cows come home.

On your marks, get set, go! On the starting grid with cars stretching out in front. Not a very good qualifying lap then?

The backgrounds in the game are well detailed with fairgrounds, hills and clouds scrolling by.

Whoa! Who crumpled the track? This F1 racing car is about to take to the skies!

Tracking all over the world!

Don't forget your passport when you take a spin with *F1* because this game will take you all around the world, racing on some of the most famous tracks ever created. Now where are those driving gloves?

Australian: A nice long straight — ideal for overtaking the slow coaches in the race.

British: Good old Blighty and a track with lots of curves. Watch out for rain too!

French: They certainly get the most out of their tracks in France, it doubles on itself.

German: Nice long straights and slight curves make overtaking a doddle here.

Italian: Shaped like a Wellington boot — how appropriate! Nothing too tricky here though.

Japanese: This is the only track in the competition that crosses over itself creating a bridge.

Portuguese: There are some tight bends to take care of here so don't forget to slow down.

San Marino: You can skip past tracks you don't want to play in arcade mode.

MF Rating
F1

69	Graphics
68	Sound
70	Playability
72	Lastability

Below average racing game with nothing special to offer speed freaks.

69

Domark
£29.99

Out: September
☎ 081 780 2222


G
FORCE
Autumn 1993
Previewed
Cool Spot
Robocop Vs
Terminator
Fire and Ice
Star Wars
Wolfchild
Half man, half wolf,
all hairy!
Izzy wizzy it's...
FANTASTIC DIZZY

News & Previews

Well done, you've found MASTER FORCE's secret level — G-FORCE! We've news on the latest gaggle of games to hit the small screen plus reviews of three top-rated carts, including two pages dedicated to Codemasters' long-awaited *Fantastic Dizzy*. Now, read on…

Metal heavies

For real explosive GG action, look no further than the top-billed punch-up of *RoboCop vs The Terminator*. The cyborg law enforcer, already the star of three movies, seeks out the destructive machine known as The Terminator in this high-action shoot-'em-up.

There can't be many people who don't know about these fearsome war machines and their passion for blasting the ass off anybody who crosses their path. **Virgin**'s game is based on their first meeting, in **Dark Horse** comic mini-series.

You guide the mighty RoboCop through a selection of fearsome levels. At the end of each you face a different guise of Terminator — blast him before he blasts you. On each level you can collect a vast array of powerful weapons, including heat-seeking missiles, a flame-thrower, laser and grenade-launcher, two of which may be carried at once.

With the added attraction of detailed graphics and the odd bit of sampled speech, *RoboCop vs The Terminator* becomes one of the most exciting games for the GG. The cart's launched in November so keep your photo-electric cells polished for more details.

Big nose, big… game

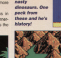
Step way back in time to a prehistoric era and meet a loveable caveman with more than a bit to spare in the nasal department. ***Bignose the Caveman*** is an arcade adventure full of ancient nasties who constantly pester the hairy one as he explores a prehistoric wasteland.

Never fear, Bignose isn't entirely defenceless. Our hero collects all manner of weapons such as rocks and clubs for an interesting foe-crunching combination. Bignose has to make his way through four perilous island levels full of nasties that could make the tip of his nose curl, including giant scorpions, Pterodactyls, spiky slugs (?!) and sabretooth tigers.

There's an ice world to slip and slide on (don't catch a cold!) and even a flight section — no surprise considering Bignose's Concorde-like features. He also goes shopping to pick up magic spells and even more weaponry to give him extra help.

Look out for wacky cartoon graphics in November, when **Codemasters**' next winner-in-the-making, *Bignose the Caveman*, hits the shelves.

There are neat animated sequences before each level where Bignose dreams of what he'll have for his tea!



Armed with a trusty club Bignose must fight his way through level after level of nasty dinosaurs. One peck from these and he's history!

If Bignose gets chomped by a dinosaur he floats up to heaven!



Each level is linked by a map screen where Bignose walks around from one section to another.

We have a very good feeling…

Blasting its way onto the Game Gear soon is the first part of the famous *Star Wars* trilogy. Accompany Luke Skywalker and his Rebel friends as they fight through a constant bombardment of Stormtroopers, ruthless minions of Darth Vader and the evil Empire.

You first control Luke on his home planet of Tatooine, where he must find little R2-D2 inside the massive sandcrawler vehicle and rescue Ben Obi-Wan Kenobi from one of the many dangerous caves hidden underneath the planet.

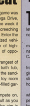


Other missions include travelling to the seedy Mos Eisley space port, where you meet Han Solo, who you can then use to recapture his space ship, the Millenium Falcon. Guide the Falcon through a particularly tricky asteroid field, board the dreaded Death Star and rescue the voluptuous Princess Leia from the clutches of Lord Vader, then escape and hop in an X-wing fighter to attack the giant space-station's surface.

Star Wars buffs who've encountered the game on other formats will be knocked for six by its colourful, detailed graphics and addictive gameplay — it's faster than the MS version, which itself was a major improvement on the NES original. Keep an eye out for **US Gold**'s space epic as it speeds toward the Game Gear for an October release.







Wheely great

The cool *Micro Machines* racing game was a stonking success on the Mega Drive, hitting the Number One spot the week it was released, and in October it's screeching to a halt in front of **Sega**'s handheld. Enter the miniature world of the thumbnail-sized vehicles and compete in a succession of high-speed races against a wild bunch of opponents.

Races are set in some of the strangest of places. You fight the rapids in a bath tub, dodge the odd bucket and spade in the sand-pit, guiding a sluggish tank in the toy room level and even hover around a plant-filled garden in a tiny helicopter.

There are over 27 tracks to compete on, which become more and more difficult as you progress. In the two-player mode, the aim is to speed so far ahead of your opponent they disappear offscreen; manage this a few times and you're the victor. Playing solo, select a character and three opponents (to be controlled by the computer) and race like hell!

Micro Machines boasts colourful animated presentation screens, fast, smooth scrolling and cool sound effects. Watch out for **Codemasters**' hot racer, coming soon to the Game Gear.

Running hot-foot

Fire and Ice is an odd tale involving an odd character, Cool Coyote (no relation to the Spot or Warner Bros' Wile E), who leaps around a variety of hot and cold levels — a bit like water taps on a massive scale.

Our furry friend makes his way from the Arctic wastes of his home (no, we'd never heard of a 'snow coyote' before, either) to the sweltering heat of Egypt, land of the pyramids. On his way he has to rescue his stolen pups, by no means an easy task because it seems the entire animal kingdom's after him.

There are 30 levels for the four-legged hero to fight his way through, set in a vast selection of countries, each with their own dangers. There's everything from underwater action to mountainous regions where one false step could mean the life of Cool Coyote's dear pups, but like any platformer worth its salt, there's a generous supply of power-ups.

Platform addicts should keep an eye out for *Virgin Games*' up and coming canine adventure — it's no howler!



Cool Coyote must travel through the icy wastes in an attempt to rescue his pups from hypothermia — I hope he remembered the hot soup and cardigans!

Trunk with passion

Things aren't looking good for cute CJ, an elephant captured from his herd in Africa and imprisoned in an English Zoo — but not for long. Grabbing a lifetime supply of peanuts which he uses like bullets, the beast makes good his escape, thus becoming **Codemasters**' newest console star: *CJ — Elephant Fugitive!*

To leave the confines of the zoo and find his family again, CJ must make his way through six zones, each of which has three levels, with a nasty surprise waiting at the end. His journey begins in London, where CJ dodges business men and dive-bombing pigeons.

Other zones include Paris, crawling with snails and hopping-mad frogs, and the Swiss Alps, where abominable snowmen and yodelling girls cause plenty of hassle. From there he fiddles around in Rome, slips on the shifting sands of Cairo and finally arrives at his African home.

While on his travels, CJ's top up his limited supply of explosives, which he hurls at opponents too tough or devious to be ousted using peanut bullets, and a handy umbrella to break his fall from high platforms.

If you're ready for a right old pachyderm romp through Europe and beyond, you're ready for *CJ — Elephant Fugitive!*, coming to the GG soon.

CJ the elephant is another new console game character from Codemasters. He fires peanuts from his trunk!

Space crazy!

At the end of a long, eventful journey home from Earth, **Linus Spacehead** was about to land on the planet of Linoleum when he realised he'd forgotten to bring back evidence of his visit. He'll have no hero's welcome and, more important, no cash reward!

So there's no alternative but to travel all the way back to Earth and photograph a few sights to prove he's been there. The only drawback is that he has no transport and only one 'Linodollar' to his name.

Now begins the adventure. You must guide Linus through a selection of levels, interacting with various characters and collecting money for that all-important journey using both 'point and click' and standard arcade controls.

Cosmic Spacehead's graphic style is based around a 1950s cartoon — think of a twist on *The Jetsons* cartoon — making it visually unique. It's full of puzzles and arcade sequences to keep you glued to the controls when it hits the small screen in November, courtesy of **Codemasters**.

Fantastic Di

At long last the popular ovoid hero can be handheld — just like a real egg. But can such an aging game concept be anything more than an excuse for eggs-asperating gags? Ade and Warren crack open the cart.

Dizzy, the most heroic and famous of the Yolkfolk, lives a care-free existence with his friends and family. Or at least he *did*, until twisted wizard Zaks kidnapped his girlfriend, Daisy, and put various people under his mystic power. Being a fine, upstanding member of the community, not to mention a touch lonely without his missus, Dizzy intends to put matters right.

The eggy hero's first found in his log cabin. Controls send him left, right and somersaulting through the air — but he can't go far because he's locked himself in! The key's easily found and picked up with button [1], which also calls up an inventory screen. Another press returns you to the action, while [2] drops/uses the highlighted object.

Once out the door, you discover Dizzy's home nestles among the branches of a tree-house village. Other cabins are scattered among surrounding screens but you need the relevant keys to meet the Yolkfolk inside; other keys operate lifts to give access to every knot and fork.

Egg in the clouds

Although *Fantastic Dizzy* presents a cute cartoon land to explore, it's full of danger. Even the treehouse can drain Dizzy's energy, mostly 'thanks' to many spiders hanging from branches. These climb up and down threads so can be dodged, but other hazards are only neutralised through use of the correct object.

In addition to the many and varied objects spread throughout the cart — weed killer, a keg of rum, money bags, a spanner, straw and so on — there are 250 stars suspended above the ground. All 250 must be collected before Dizzy can enter Zaks' cloud castle near the end of the adventure, so the number remaining give some indication of how far you've progressed.

Fantastic Dizzy contains three arcade sub-games: a bubble-hopping escape from the sea bed, a hectic mine cart ride and trip down the river in a barrel. When a piece of parchment's found, a sliding puzzle's completed within a time limit for an extra life.

Will Dizzy poach delectable Daisy back from nasty Zaks? Or will he roll out of the frying pan and onto the dinner plate?



There are many tricky situations in the game that could easily loose you a life.

WARREN 81% This type of game is commonplace on crusty 8-bit computers like the Spectrum but a major rarity on the Game Gear, so *Fantastic Dizzy*'s in a league of its own from the start. Carrying things here and there, deducing which object solves which problem, didn't appeal to me in my impatient youth, but this long-awaited cart helps prove that's changed.

I'll get the worst part said and done: although the scale of the graphics works fine on other machines, on GG most characters and all objects are too small. I couldn't tell what many things were till I collected them and looked at the inventory screen. The handheld's display can cause headaches whatever the cart, but *Fantastic Dizzy*'s visuals make matters worse.

There's nothing wrong with graphic definition — for the cute atmosphere Codemasters intended to create, they're perfect. Although the main theme can grate, a whole range of other tunes pop up to give the soundtrack tremendous variety, putting the Mega Drive version to shame.

Game Gear *Fantastic Dizzy*'s controls are better, too, despite the fact there are only two buttons. Both are dual purpose but there's no confusion, and selecting objects for use is simplicity itself.

The sub-games are a lot of fun and provide a welcome break from brain-strain and exploration. The most amusing one begins when Bluebeard the Pirate forces Dizzy to walk the plank. Giant air bubbles float up from the sea bed and you use them as express elevators to the surface. The others are based on arcade games: the mine cart scene from *Indiana Jones and the Temple Of Doom* and the giant inner tube from *Toobin'* has been replaced with a barrel.

Fantastic Dizzy's lastability is odd. There's a hell of a lot to do so it'll take an age to complete, but when you *have* and know how to solve all the puzzles, there's no incentive to play except the sub-games.

Arcade freaks and stingy bores who insist on ultra-high lastability should proceed with caution, but there's no reason why the rest of us shouldn't go to work on an egg!

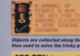
Codemasters have packed many locations into Fantastic Dizzy. They're all waiting to be explored.

izzy









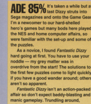
Objects are collected along the way then used to solve the tricky puzzles.



This is probably the first Game Gear game to have day and night! As you play the light fades in and out.



There are many sub-games to play, in this one Dizzy must ride in a barrel.



ADE 85% It's taken a while but at last Dizzy struts into Sega magazines and onto the Game Gear. I'm a newcomer to our hard-shelled hero's games but many bods here played the NES and home computer affairs, so were familiar with the set-up and some of the puzzles.

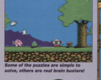
As a novice, I found *Fantastic Dizzy* hard going at first. You have to use your noddle — my grey matter was in overdrive from the start! The solutions to the first few puzzles come to light quickly, if you have a good wander around; others aren't so apparent.

Fantastic Dizzy isn't an action-packed affair so don't expect baddy-blasting and manic gameplay. Trundling around, collecting objects and fathoming out where to use them is great fun for a while. There's a real sense of occasion when you get that little bit further, thanks to an object you'd previously overlooked.

The graphics are absolutely superb. They're very similar to those of the Mega Drive: colourful, nicely shaded backdrops and cute, well-drawn sprites. All sound FX are good but the tunes *can* get irritating, although they change when you reach a new section.

I'm more of a platform collect-'em-up fan than a puzzle freak. I thought *Fantastic Dizzy* a touch boring after a few plays. There's no password system so when you run out of lives you go through the same rigmarole, solving the same puzzles from scratch. Just a minor moan.

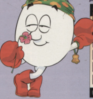
If your brain cells are getting rusty and you can't get enough of puzzle games, *Fantastic Dizzy* is the cart to buy. A superb Game Gear cart.



Some of the puzzles are simple to solve, others are real brain busters!



The yolkfolk all live in a tree house village, safe from the perils that lie beneath.





Fantastic Dizzy

Codemasters
£27.99

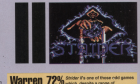
78	Graphics
80	Sound
80	Playability
82	Lastability

83

A big game with puzzles a-plenty and arcade sections to test the reflexes

Out: October ☎ 0926 814132

Strider II



The wall-crawling, sword-swinging Strider's back to face The Master and more sticky moments. After six months' respite, his second adventure reaches the second Sega 8-bit.

The Master's almost as mean as he is ugly — in other words, he's one of the most evil S.O.Bs your ever likely to meet. He likes to think he's a skilled tactician, so when the heroic Strider thwarted his plans to take over the kingdom, his over-inflated ego took a major battering.

Now The Master's out for revenge. He's kidnapped Princess Magenta, who just happens to be Strider's main squeeze, in the hope it will prompt the athletic hero into action — and a trap. Strider's not going to disappoint, and plans to leave The Master's forces in tatters.

Armed with an endless supply of shuriken throwing stars, run and somersault around The Master's various bases, clinging to and climbing walls, dangling from and monkey-swinging across ceilings. Strider's also a master swordsman and swings a flashing blade with a quick jab of button [1].

Live by the sword

Select a skill level (Normal or Expert) and begin exploring The Forbidden Forest, Castle Metropolis, The Hive and Alien Labyrinth. The final challenge lies in The Master's Lair and the untold horrors it contains.

All levels are packed with soldiers, animals, various types of vehicle and many robots. Automatic defences such as energy barriers and gun turrets complicate things even further, but you've three lives and five continues.

Picks-ups increase the power of Strider's weapons and restore energy, but don't go out of your way to collect them unless you're really short of power because each stage has to be completed within a time limit.

You'd better master Strider's abilities or the Master could give you the willies! ■

Warren 72%

Strider II's one of those odd games which, despite a range of admirable qualities, is hard to get enthusiastic about. It's one of the better platform hack-'em-ups available but I'm not exactly jumping up and down in my seat as I write this comment.

Starting with the lad himself, Strider's a detailed, beautifully animated sprite who's easy and fun to control — somersaulting backwards to cling onto a wall behind you is almost exhilarating. Some enemies are impressive, backgrounds are deeply colourful and there's only the occasional hint of flicker.

The levels are sizeable, so when you know where to go and can spare a few seconds from the often challenging time limit, there are plenty of nooks and crannies to search out. End and mid-level guardians can be a pain, as there's usually little scope for evasive action, but a series of dramatic, up-tempo tunes spur you ever onward.

Platform combat fans will warm to *Strider II*, and the tough baddies, devious traps, tight time limits and arcade adventure elements ensure high lastability even on Normal skill setting. Try it, you might like it.

Tim 79%

After the poor performance of *Strider*, which bored many with its deathly dull levels, I was a tad wary of playing this sequel. I don't know what I was worrying about: it's twice the title but three times better than the predecessor.

Graphically, *Strider II* can't be faulted. The sprites are realistic; scenery's clear, colourful and well drawn.

Strider himself is agile and has all his old moves — one of very few decent qualities of the original. He leaps, performs impressive somersaults, swipes people with his mighty sword and can now throw shurikens to slice up assailants from a distance.

The soundtrack's pretty good. The main tune can get a wee bit boring but there are oodles of sharp spot effects to keep your earholes occupied.

The gameplay's considerably more challenging than the first time around, so if you're expecting another easy ride, think again. The controls are relatively easy but some of the situations are a little tricky to get out of, particularly the bigger machines, which take plenty of hits and launch missiles and fireballs in all directions.

Climb the wall, shoot some blokes — hours of fun guaranteed!



This would be a good time to jump, before that wolf takes your legs off.

You'll need to collect all the power-ups you can find to defeat the tough enemies in Strider II.

Strider II
US Gold
£27.99

76	Graphics
74	Sound
72	Playability
82	Lastability

76

Big improvement on the original. Offers a big if frustrating challenge

Out: Now

☎ 021 625 3366

Wolfchild

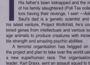
The Mega-CD outing wasn't worth wolf-whistling at but now Virgin lay claim to the handheld version of Core Design's platform shoot-'em-up. Is it GG's best friend?

Things aren't going well for Saul Morrow. His father's been kidnapped and the rest of his family slaughtered (Poll Tax collectors having their revenge, I see! —Ade). Saul's dad is a genetic scientist and in his latest venture, Project Wolfchild, he's combined genes from intellectuals and various savage animals to produce creatures with incredible strength and amazing psychic abilities.

A terrorist organisation has twigged on to the project and plan to take over the world using a new superhuman race. The organisation's leader, Karl Draxx, sent an assault squad to the scientist's lab to steal his plans and kidnap him.

Dog eat dog

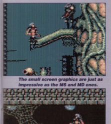
On his return home from a short vacation, Saul finds the trail of destruction. Vowing revenge, the young whipper-snapper makes the brave decision to step into the transmutation chamber. His only chance of defeating Draxx and his henchmen is to transform into one of his father's genetically-engineered creations — a Wolfchild.



You start play on the Wolf Ship as Saul. The playing area scrolls horizontally and vertically as you leap from platform to platform, shooting bad guys and collecting power-ups.

In human form, Saul can only punch adversaries. These take the form of huge spitting plants and numerous guards. If Saul collects the Wolf icon, he transforms into the man-monster and can shoot fireballs.

Eventually you come face to face with Draxx himself. Triumph in this showdown and dad can ensure Project Wolfchild's a howling success! ■



The small screen graphics are just as impressive as the MS and MD ones.

Down one of the tunnels, hiding from the monsters — what a wimp!

ADE 76%

The wee GG never ceases to amaze me. Mega-CD *Wolfchild* was a pretty poor affair but the small screen version's a damn good blast. It suits the handheld and is a good conversion of the CD game.

Graphics aren't mind-blowing — a bit samey in places and colour's sparse — but they're atmospheric, well detailed and move well. Talking of animation, the main sprite has his fair share: he runs, leaps, crouches and thumps like a good un' and the transformation from man to wolf is pretty nifty.

There don't appear to be as many power-ups in this version, particularly on earlier levels. I only located extra energy and points icons, plus a smart bomb or two. That said, it's a heck of a lot tougher than the Mega-CD version. One of our bods finished the CD game in half a day; it'll take a lot longer than that to conquer the handheld version.

The sound's okay but nothing memorable — a reasonable title tune, spot FX and racey themes add to the tension.

***Wolfchild*'s a good platform shooter. Some may find it samey and monotonous, but I reckon it's worth a try.**

STEVE 81%

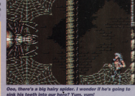
I used to be a werewolf but I'm all right nooooooooow! *Wolfchild* doesn't hang about when it comes to fast and furious shoot-'em-up action: from the very first ship-bound level there are plenty of enemies to take a pop at and power-ups galore... you find yourself in the thick of the action from the bleep 'go'!

Presentation is excellent, with a thankfully fuss-free password system and choice of difficulty settings, while the graphics are nothing short of impressive, too. Gameplay follows the tried and tested 'explore everywhere while killing everything' style, and only the — anorak warning! — collision detection is slightly suspect (punching enemies can be awkward as you appear to deliver a satisfactory upper-cut without actually landing one on the chin).

Despite this minor niggle — you'll soon work out the optimum striking distance — Game Gear *Wolfchild* is an engaging blast, with plenty of neat touches and loads to see. End-of-level guardians don't always appear as deadly as they really are (wolves in sheep's clothing, perhaps?), but the password system keeps frustration to a minimum. Worth checking out...

When an energy power-up is collected the hero changes into a werewolf with more abilities and powers.





Ooo, there's a big hairy spider. I wonder if he's going to sink his teeth into our hero? Yum, yum!

Wolfchild

Virgin
£27.99

77	Graphics
71	Sound
75	Playability
78	Lastability

79

Better than the Mega-CD version. A good platform shoot-'em-up

Out: Sept/Oct ☎ 081 960 2255

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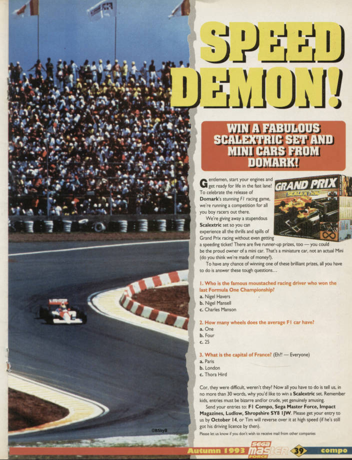
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SPEED DEMON!

WIN A FABULOUS SCALEXTRIC SET AND MINI CARS FROM DOMARK!

Gentlemen, start your engines and get ready for life in the fast lane! To celebrate the release of **Domark**'s stunning *F1* racing game, we're running a competition for all you boy racers out there.

We're giving away a stupendous **Scalextric** set so you can experience all the thrills and spills of Grand Prix racing without even getting a speeding ticket! There are five runner-up prizes, too — you could be the proud owner of a mini car. That's a miniature car, not an actual Mini (do you think we're made of money!).

To have any chance of winning one of these brilliant prizes, all you have to do is answer these tough questions…

1. Who is the famous moustached racing driver who won the last Formula One Championship?

a. Nigel Havers
b. Nigel Mansell
c. Charles Manson

2. How many wheels does the average F1 car have?

a. One
b. Four
c. 25

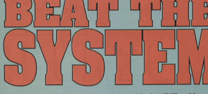
3. What is the capital of France? (Eh?! — Everyone)

a. Paris
b. London
c. Thora Hird

Cor, they were difficult, weren't they? Now all you have to do is tell us, in no more than 30 words, why you'd like to win a **Scalextric** set. Remember kids, entries must be bizarre and/or crude, yet genuinely amusing.

Send your entries to: **F1 Compo, Sega Master Force, Impact Magazines, Ludlow, Shropshire SY8 1JW**. Please get your entry to us by **October 14**, or Tim will reverse over it at high speed (if he's still got his driving licence by then).

Please let us know if you don't wish to receive mail from other companies



Stuck on a game? Can't get through that tricky level? Then I bet you wish you could 'Beat The System'! Well you can with the help of the next 11 pages of bumper tips, cheats, codes and maps. There's the full lowdown on Action Replay codes to drool over, the final part of the Land Of Illusion players' guide that Paz forgot about and a compilation of mini-tips, cheats and passwords for hundreds of Master System games in Tip Teasers.

Paz has gone off to pastures new now so as the new Ed (and a real game fiend) I'll be taking over the tips from this issue. Don't forget you could win yourself £50 if you send in the best tips of the month, and other worthy offerings get one of our spanky T-shirts. So get tipping, mapping and cheating and send your results to: BEAT THE SYSTEM, SEGA MASTER FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW.

Nick

TENNIS ACE

Here's one for all you sporty types out there. *Tennis Ace* has been beaten by **Stewart Smith** of **Gosforth** and he's come up with these useful passwords.

On the options screen, move down once to 'Password — NOT—'. Press a button once, enter the password you want then choose 'Grandslam Tournament Match'.

Japan

SINGLES

Semi final	Final
BXWT OJZX	EMGH FWTM
JAYC YZRQ	WPOB OKRN

DOUBLES

Quarter final	Semi final	Final
XDCI RQHW	BUWP OYNX	EVGJ FOAM
EFQA QPZT	JAYC YZRU	WPOB OKRR

Italy

SINGLES

Quarter final	Semi final	Final
XGLD RNNW	BIHU OTRX	EZCV FHWM
EFQA QPZL	JAYC YZRM	WPOB OKRJ

DOUBLES

Quarter final	Semi final	Final
EXZS FRPM	NITE VKCG	XHGB RZKW
WPOB OKRR	LPFB FCKS EFQA QPZT	

Australia

SINGLES

Quarter final	Semi final	Final
EOZY FTHM	NFTQ VWKG	XQGU RKEW
WPOB OKRF	LPFB FCKG	EFQA QPZH

DOUBLES

Quarter final	Semi final	Final
XQIH RUFW	BYPG OVZX	EOJX FYTM
EKQA QPZH	JMYC YZRIWTOB OKRF	

France

SINGLES

Quarter final	Semi final	Final
XZNP RFFW	BRTZ OAZX	ERHK FPTM
EKQA QPZL	JMYC YZRM	WTOB OKRJ

DOUBLES

Quarter final	Semi final	Final
XEEQ RPNW	BJJY OZRXEWWO FKWM	
EKQA QPZT	JMYC YZRU	WTOB OKRR

Wimbledon

SINGLES

Quarter final Semi final Final

EHOR FZRM RGKW	NSFK VTCG	X N Q Z
WROH OKRN	LKFS FCKO	EZQN QPZP

DOUBLES

Quarter final	Semi final	Final
EJKW FUXM	NMCL VYEG	XIPE RSYW
WROH OKRR	LKFS FCKS	EZQN QPZT

America

SINGLES

Quarter final	Semi final	Final
EVKM FCVM	BEBX OHZX	EUEM FCTM
WROH OKRF	JRYT YZRM	WROH OKRJ

DOUBLES

Quarter final	Semi final	Final
XSRS RRHW	BEOE OONX	EUFU FFAM
EZQN QPZH	JRYT YZRI	WROH OKRF

THE CYBER SHINOBI

Are you stuck on the end-of-level bosses in this cool game? Well you're not anymore because here are tips on each of them from **Adam King** of **Pershore**.

Round 1

When you're falling through the sky, hold Right and duck. When you land on the cab of the truck, kick at the window then jump off. When it comes again, do a big jump and land on the cab, then duck and kick.

Repeat this process until it's dead. Magic isn't needed here.

Round 2

Start at the extreme left of the screen, facing right. When the ship appears, press fire rapidly to disengage the missile cannons. If you're hit, move slightly to the right and press button [1]. Keep repeating the process until the thing's destroyed.

The trick is to keep moving right, predicting where it will appear. Magic may be needed for some people.

Round 3

This is easy. Move under the helicopter nose cone but stand just to the left of it. When it fires a missile, you must perform a high jump. The idea is to keep your finger on Up then press jump and fire.

Repeat until you've destroyed it. Magic isn't necessary but may be needed.

Round 4

This is also simple! Just stand where you are and keep pressing button [1] just as he gets to you. He should try to jump up at you, but if you're firing you should hit him and knock him backwards. Very easy!

Round 5

This is a very simple one. As he jumps around, just get by his side and hit him when he lands. If he jumps at you, quickly turn and run. Turn back and hit him. Simple, huh?

Magic may be needed here.

Round 6

This one's easy if you know how to perform everything correctly. All you do is stand still and follow these rules:

1. If he fires bullets, perform a high jump.
2. If it's grenades, perform a high jump.
3. If he stretches his arm, duck.

Hit him when he comes at you; repeat the process until he's dead. You may want to use magic but if the rules are followed correctly, there's no need.

When he's dead, give Mother Brain a quick jab with your sword then it's all over!

STREETS OF RAGE

Believe it or not, there's a handy level-select cheat buried deep inside *Streets Of Rage*, and it's been dug out by **Richard Muller** from **Pembroke**.

Go to the character screen and press Right 21 times, then choose the player (Adam, for example). Before you start, follow these steps for different levels:

Level 2: press the Start button once and start the game
Level 3: press the Start button twice and start the game
Level 4: press the Start button three times and start the game
Level 5: press the Start button four times and start the game
Level 6: press the Start button five times and start the game
Level 7: press the Start button six times and start the game
Level 8: press the Start button seven times and start the game
End of Level 8: do the same as before on the character screen but this time press Start eight times and start the game. You'll be fighting Mr X!

LEMMINGS

Here's a quick cheat for the excellent puzzle game starring those suicidal little folk. Thanks to Richard Day of Sheffield for this.

For a level-select, hold down buttons [1] and [2] then turn on your Master System. When the Sega logo disappears, rotate the direction pad clockwise about 20 times, still holding the joypad buttons. You should hear a 'dink' noise.

Now go to the Level Change box on the title screen to select a level. Go to the New Level box and a screen appears. Press Left to select the level you want then button [2] to leave the screen and start the game.

CASTLE OF ILLUSION

A few quick tips for Mickey's adventures in the *Castle of Illusion* have just dropped onto my desk from **D Luyohn** (at least I *think* that's the name — the signature's almost unreadable).

Library
If you're sorely in need of a life, bum-bounce through the floor to the right of the level and you find a secret second teacup with a life inside. The only problem is you have to repeat the previous section afterwards.

Castle, Part 3
Squash the knight and bum-bounce the lower ghost (you killed the top ghost first), pressing Right on the direction pad. You should end up on top of the wall but you won't be able to see yourself.

Edge your way along and you should end up on top of the treasure box. Don't bum-bounce the treasure or you'll fall down the hole.

Forest
Go down the ladder and pick up the block. Jump across and in mid-flight, throw the block to kill the spider. Take the barrel, avoiding the caterpillar, and proceed.

Avoid the butterfly, put the barrel in the corner and jump on the ledge. Get treasures and bum-bounce through the floor. You might want to go along the top first, go down the second ladder, get the treasure then come back.

Witch's Room
Quickly dash and pick up the light, dumping it in the right-hand corner of the room, then wait for the witch to release the stones. Avoid the one from above but bum-bounce the one coming at you from underneath.

While rebounding, press a hard Right and you should end up in the top right-hand corner, where the boulders and witch can't harm you. When the witch almost reaches the wall, bum-bounce her from the ledge, rebounding back onto it. Repeat until she's dead, which happens while it's dark.

SLIDER

Game Gear owners have been moaning about the lack of tips for their beloved handheld so here's a whole bunch of codes for the brilliant *Slider* from **Andrew Nation** of **Swindon**.

2:	AJAJ	3:	JJJL
4:	AACC	5:	JACE
6:	AJCL	7:	JJLN
8:	CAAC	9:	LAJE
10:	ACAC	11:	JCJE
12:	ALAL	13:	JLJN
14:	ACCE	15:	JCLG
16:	ALCN	17:	JLLP
18:	CCAE	19:	LCJG
20:	AAEE	21:	JANG
22:	AJEN	23:	JJNP
24:	AAGG	25:	JAPI
26:	AJGP	27:	JJPB
28:	CAEG	29:	LANI
30:	ACEG	31:	JLNI
32:	ALEP	33:	JLNB
34:	ACGI	35:	JCKP
36:	ALGB	37:	JLEO
38:	CCEI	39:	LCNK
40:	AEAE	41:	JEJG
42:	ANAN	43:	JNJP
44:	AECG	45:	JELI
46:	ANCP	47:	JNLB
48:	CEAG	49:	LEJI
50:	AGAG	51:	JGJI
52:	APAP	53:	JPJB
54:	AGCI	55:	JGLK
56:	APCB	57:	JPLD
58:	CGAI	59:	LGJK
60:	AEEI	61:	JENK
62:	ANEB	63:	JNND
64:	AEGK	65:	JEPM
66:	ANGD	67:	JNPF
68:	CEEK	69:	CENM
70:	AGEK	71:	JGNM
72:	APED	73:	JPNF
74:	AGGM	75:	JGPO
76:	APGF	77:	JPPH
78:	CGEM	79:	LGNO
80:	EAAE	81:	NAJG
82:	EJAN	83:	NJJP
84:	EACG	85:	NALI
86:	EJCP	87:	NJLB
88:	CAAG	89:	PAJI
90:	ECAG	91:	NCJI
92:	ELAP	93:	NLJB
94:	ECCI	95:	NCLK
96:	ELCB	97:	NLLD
98:	GCAI	99:	PCJK
100:	NICK		

LAND OF IL

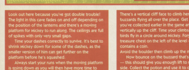
We've certainly kept you waiting for the final part of our solution to Mickey's Land Of Illusion, haven't we? Actually, our mapper extraordinaire, Mat Yeo, meant to complete the series but he clear forgot! But don't fret, we now give you the final maps and solutions for the rest of this fantastic platform game, thanks to our new Ed, who's a real platform freak! You can look forward to lots more maps from Nick soon.

Craggy Cliffs Stage



Use the rope you should have collected by now to climb the cliffs, avoiding the bouncing boulders and buzzards which fly around. Collect as many bonuses as you can along the way.

Here's the object of Mickey's desire. Complete the game and Minnie will give our hero a big kiss!



Look out here because you've got double trouble! The light in this cave fades on and off depending on the position of the lanterns and there's a moving platform for Mickey to run along. The ceilings are full of spikes with only very small gaps.

Time your dashes correctly to survive. It's best to shrink Mickey down for some of the dashes, as the smaller version of him can get further on the platform before he's squashed.

Always start your runs when the moving platform is going down as you will then have more time to make your move.

There's a vertical cliff face to climb here and buzzards flying all over the place. Get out the rope you've collected earlier in the game and climb vertically up the cliff. Time your climbs so that the birds fly in a circle around Mickey. Forget the treasure chest on the left of the level — it only contains a coin.
Avoid the boulder then climb up the next cliff.

Now bounce on the buzzard that's flying around — this should give you enough lift to reach the other side. Collect the potion and use it to create the exit door.





LEVEL 8.2

Spikes fly out of walls in all directions on this level, then you come across a trapped boulder. When you pick up the rock that's stopping it, it continues to roll until it's trapped again. Be quick to avoid getting squashed.

At the bottom of the level, the boulder comes to life and spits out live rocks. To kill him, bounce on the rocks to make them manageable then pick them up and throw them at him. It takes four hits to put the mutant boulder out of action, so he's not exactly rock hard!





LUSION PLAYERS' GUIDE —THE FINAL CHAPTER

Desert Stage

The pyramid is a bit of a maze, as you can move through some of the blocks but not others. Enter the pyramid from the bottom-right, being careful not to jump onto the next level until you've passed the blocking boulder. Now take away the first small block on the level above to reveal a secret entrance. You have to be really quick to survive inside the pyramid. The prize at the end of the level are the Cloud Shoes. These allow Mickey to walk on clouds later in the game. Change into the small Mickey at the end of the level to go through the exit.

Jump and press BUTTON 1 to make Mickey slide down hills on his bum. This is an easier way of reaching the bottom of hills and he knocks over and kills any enemies he touches on the way.

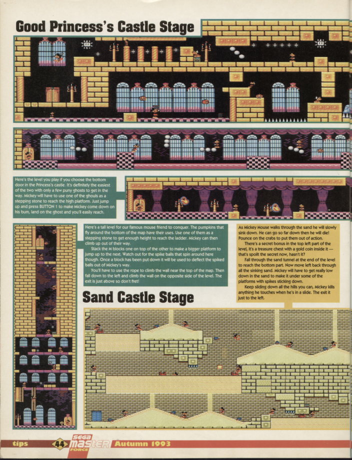
The buzzards and cactus monsters are a real menace around the pyramid. They'll home in on Mickey and make his life hell. Always remember that moving off the screen then back on again resets all the blocks and enemies. This is useful if you have already smashed a block that you need. Kill the buzzard at the end then make Mickey small and go through the exit door.

Inside the pyramid things get really tough. On the first level there's a spiky wall that moves in from the left. Mickey must keep moving all the time to save his hide. Keep as far to the right as you can and be ready to open switches and jump up onto the platforms above to avoid the dreaded wall!

Here's a nice simple level to give Mickey Mouse a bit of a breather. Jump and slide down all the hills and the enemies won't be any bother at all.

Stomp on the buzzard at the end for the potion which will make the exit appear.

Good Princess's Castle Stage



Here's the level you play if you choose the bottom door in the Princess's castle. It's definitely the easiest of the two with only a few puny ghosts to get in the way. Mickey will have to use one of the ghouls as a stepping stone to reach the high platform. Just jump up and press BUTTON 1 to make Mickey come down on his bum, land on the ghost and you'll easily reach.

Here's a tall level for our famous mouse friend to conquer. The pumpkins that fly around the bottom of the map have their uses. Use one of them as a stepping stone to get enough height to reach the ladder. Mickey can then climb up out of their way.

Stack the M blocks one on top of the other to make a bigger platform to jump up to the next. Watch out for the spike balls that spin around here though. Once a block has been put down it will be used to deflect the spiked balls out of Mickey's way.

You'll have to use the rope to climb the wall near the top of the map. Then fall down to the left and climb the wall on the opposite side of the level. The exit is just above so don't fret!

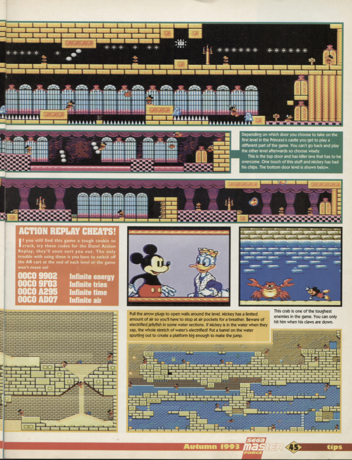
As Mickey Mouse walks through the sand he will slowly sink down. He can go so far down then he will die! Pounce on the crabs to put them out of action.

There's a secret bonus in the top left part of the level, it's a treasure chest with a gold coin inside it — that's spoilt the secret now, hasn't it?

Fall through the sand tunnel at the end of the level to reach the bottom part. Now move left back through all the sinking sand. Mickey will have to get really low down in the sand to make it under some of the platforms with spikes sticking down.

Keep sliding down all the hills you can, Mickey kills anything he touches when he's in a slide. The exit it just to the left.

Sand Castle Stage



Depending on which door you choose to take on the first level in the Princess's castle you get to play a different part of the game. You can't go back and play the other level afterwards so choose wisely.

This is the top door and has killer lava that has to be overcome. One touch of this stuff and Mickey has had his chips. The bottom door level is shown below.

ACTION REPLAY CHEATS!

If you still find this game a tough cookie to crack, try these codes for the Datel Action Replay, they'll soon sort you out. The only trouble with using these is you have to switch off the AR cart at the end of each level or the game won't move on!

00C0 9902	Infinite energy
00C0 9F03	Infinite tries
00C0 A295	Infinite time
00C0 AD07	Infinite air

This crab is one of the toughest enemies in the game. You can only hit him when his claws are down.

Pull the arrow plugs to open walls around the level. Mickey has a limited amount of air so you'll have to stop at air pockets for a breather. Beware of electrified jellyfish in some water sections. If Mickey is in the water when they zap, the whole stretch of water's electrified! Put a barrel on the water spurting out to create a platform big enough to make the jump.

Tip Teasers

Here's a new edition to Beat the System where we're going to index every small tip from A through to Z then start all over again with new additions! If you're ever stuck for a cheat or password, you'll find it here!

ACTION FIGHTER

Type in 'SPECIAL' and you'll get a car straight away and extra lives.

Instead of typing in your name, write DOKI, go to SKIP, then type PEN. You'll have A,B,C,D, the car and rocket fire.

Try these passwords: HANGON, GPWORLD, SPECIAL.

Jody Paterson, Dulwerton

AFTER BURNER

Switch on, press Pause a hundred times before the demo. This gives infinite continues up to Level 17 (and a sore index finger).

ALEX KIDD IN HIGH TECH WORLD

To get to the forest, use the code 01ADGSPUD.

Thomas Bird, Norwich

ALEX KIDD IN MIRACLE WORLD

When you die, press Up and button [2]. Provided you've collected over £100, you'll continue from the level you were killed.

In the level with the octopuses, kill the first octopus and go in the box he was sitting on. Inside, swim to the right and go up past the two killer fish and you arrive out of water with loads of dosh and an extra life waiting for you.

For Boss 1 (Stone Head) use stone, scissors; Boss 2 (Scissors Head) use scissors, paper; Boss 3 (Paper Head) use stone, scissors; Boss 4 (Stone Head) use paper, paper; Boss 5 (Scissors Head) use stone, stone and for Boss 6 (Paper Head) use scissors, stone.

To walk over the five pink blocks in Lake Deep, the sequence is: SUN, WATER, MOON, STAR, SUN, MOON, WATER, FISH.

The Lost Star: On section two of Machine World there are three tear drops. Fall down one of 'em and you return to the clown's face. Collect the face and fall down the trapdoor again. Keep doing this until you get bored then complete the level with a massive score.

Craig Hunter, Galashiels & Aled Jones, Amlwch

ALEX KIDD IN SHINOBI WORLD

At the waterfall on the lobster section (where you start), you'll find a hole in the path. Walk down this and jump on the first chest, then jump across the second gap to reach an extra life. Return to the other chest for a whirlwind spell.

Thomas Bird, Norwich

Island Stage

At the hole on the island, plant the bean you should've collected by now and a beanstalk appears and grows up into the clouds. Use the Cloud Shoes to walk about on this level. Climb the beanstalk, squashing snakes on the way and collecting any bonuses you may come across. Some of the jumps here are very tight so keep practising.

Inside the castle, the final level of the game, there are three doors which lead to different parts of the stage. You don't have to play

To defeat the nasty Phantom, bounce on his head. He throws fireballs then turns into a whirlwind. You can only bounce on him just after he comes out of his whirlwind — he's invincible the rest of the time. Good luck.





The whole game mapped out — isn't it big?!

Phantom Castle Stage

You have to keep flicking switches and using keys here until you can get two blocks filled in on the bottom right of the level. You can then go through th door.

through each of them to complete the game. We've mapped just what's through the first door, the easiest of the routes — because you can't go back once you've gone through a door!

There's another one of those fun moving wall levels through door one. Mickey will have to use the rope climbing kit to climb the left of the level then move up and down depending on what is coming up ahead. Careful movements are the key to completing this tough challenge. When a platform comes along quickly jump off to kill any enemies then back on the wall to continue the level.

That's you're lot! If you can't complete Land Of Illusion now, you need serious platform game counselling! But if you're stuck on a certain section, drop us a line at the Beat The System address and we'll try to help you out.

ALIEN 3

For infinite lives, select a two-player game then kill off the players so you both get 'Game Over' messages. Now if you go to the configuration screen and select 'continue', you'll both have infinite lives.

If that doesn't work, try a two-player game and make sure both players get a high score. When the first player dies and has to put their name on the high-score table, they should enter ALIEN to get infinite lives.

Peter Bell, Newbridge & Neil Ellis, Worksop

AMERICAN BASEBALL

In the home-run contest, choose OAK — they have the player with the most home-runs.

AMERICAN PRO FOOTBALL

On all levels, choose post, corner or bomb pass. Don't go through with those strategies, run instead.

ASTERIX

While on the moving platform in Level 3-3, collect all three coins. DON'T jump back onto the platform, instead jump up so Asterix is off the screen. Now walk right to pick up some bags, then go through the door and smash away at the pot for a load of bonuses.
Scott O'Brien, Birmingham

AZTEC ADVENTURE

Press Up five times before the scroll unrolls then press Right three times when the man throws the money bag, then Left and Down when they walk off. A face should appear then you can select the level of your choice.
Jody Paterson, Dulwerton

BACK TO THE FUTURE II

On Level 1, press Pause and Up and Down to get to the next level. You can continue doing this through the entire game!
Jody Paterson, Dulwerton

BART VS THE SPACE MUTANTS

Here's some handy hints to help Bart out:
Level 2, The Shopping Mall: At the first cement pit, jump onto the second platform and jump up three times. The platform transports you across.
Level 3, The Fun Fair: To open all the doors, open the bottom-middle first, then the middle-middle and top-middle. You get five balloons!

When you're over the blowing pipes, go to the last platform and stand to the far left. Coins keep shooting up at you. Stay there and collect as many as you like, thus earning loads of extra lives. But keep an eye out for the time.
Level 5, The Nuclear Plant: The door codes are: Level 1 — 14, Level 2 — 32, Level 3 — 11, Level 4 — 41, Level 5 — 21.

To get the last radioactive rod, you have to find baby Maggie because she's playing with it!

BASKETBALL KNIGHTMARE

Pass the ball as quickly as you can to confuse your opponents, then quickly make a break. If you're good at shooting you should win the game.

BATTLE OUTRUN
To select any level, turn the power on while holding button [1] and button [2]. When the title screen disappears, let go of them and press [1]. The Up and Down keys enable you to choose any level.

BLACK BELT
For unlimited lives, push button [1] to start the game and hold it down while the red screen's on. When the black screen appears, release the button quickly and hold down Reset. Riki the Ninja appears at the top-left of the screen. Walk across the top and fall over.

Alternatively, on the title screen, keep your finger on the button until the screen flashes black, then quickly take your finger off and reset the game. You should have infinite lives.

BUBBLE BOBBLE
To choose where you want to start, use this code: 3V35 NLLE

When you lose a life in one- or two-player mode, keep pressing button [1] and [2] then push the D-pad in all directions. Keep doing this and you should come back to life!

The password for Level 199 is R9N6S556.

CALIFORNIA GAMES
On the World Record tiles, make one stop then wait and see what you get. Now stop the other, wait, then the other. If you pay attention, you should win easily.

CAPTAIN SILVER
To continue play after Game Over, press Up and Left together.

CASINO GAMES
Call yourself 'Mr Sega' and enter 8314853112 for an interesting result!
Aled Jones, Amlwch & Colin Carragher, Carrick Macross

CHAMPIONS OF EUROPE
If you play in the tournament and get to the semis, make sure the score's 0-0 at half-time and you go straight to the final if you quit!

If you score own-goals in this footy game, they count as goals for your team!
Craig Hunter, Galashiels

CHASE HQ
Bash the cars at the end of the level. Hit them on the side and stay at the same speed. Don't bash them from behind.

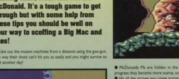
CHOPLIFTER
To choose your start level, press Up, Down, Left and Right on the first screen then repeat for the second. Then push Up or Down to select the level you want.

On the third round, fly into the cave backwards — it's harder to be killed.

DOUBLE DRAGON
At the start of the game, jump up and down about 30 times. This should make you invincible.
Aled Jones, Amlwch

GLOBAL GL

Here's an eco-friendly players' guide to Virgin's smash hit platform game, starring Mick, Mack and Ronald McDonald. It's a tough game to get through but with some help from these tips you should be well on your way to scoffing a Big Mac and fries!



● Take out the mutant machines from a distance using the goo-gun. This way their shots can't hit you as easily and you might survive to blast another day!

● McDonalds Ms are hidden in the strangest of places. As you progress they become more scarce, so search all over.

● Hit all the arrows you come across. These are marker points so when Mick or Mack dies they only go back to here instead of the start of the level.





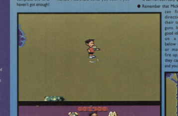
● There are air pockets around the game which act like invisible platforms. When you find some, there's usually a prize resting on the last one in a sequence. When jumping across, always miss out the second to last air pocket; there's never a platform to jump on and you'll miss your prize.

● Always keep an eye out for McDonalds 'M' arches as you run and jump around a level. You need to collect a certain number to complete the level — Ronald McDonald sends you back if you haven't got enough!

● It's best to keep an eye on the timer at the bottom of the screen — it can run out really quickly.

● Remember that Mick and Mack can fire in all directions with their trusty goo-guns. It's often a good idea to stand on a platform below a monster or machine and fire up. This way they can't get you and you can blast to your heart's content.





LADIATORS

Bonus Game

Collect the right number of Ms in the time limit and you qualify for the *Global Gladiators* bonus game.

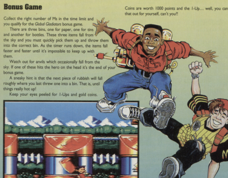
There are three bins, one for paper, one for tins and another for bottles. These three items fall from the sky and you must quickly pick them up and throw them into the correct bin. As the timer runs down, the items fall faster and faster until it's impossible to keep up with them.

Watch out for anvils which occasionally fall from the sky. If one of these hits the hero on the head it's the end of your bonus game.

A sneaky hint is that the next piece of rubbish will fall roughly where you last threw one into a bin. That is, until things really hot up!

Keep your eyes peeled for 1-Ups and gold coins.

Coins are worth 1000 points and the 1-Up... well, you can work that out for yourself, can't you?!



Game freak guides!

Here's your chance to get exactly what you want out of Beat The System. This month we've given the final part of *Land Of Illusion* the players' guide treatment, with solutions and maps, but what game would you like us to have a stab at?

There are three choices below for you to tick or you can suggest another game. Just cut out this coupon (or photocopy it) and send it in to us at: GAME FREAK GUIDES, SEGA MASTER FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. If we use your choice of players' guide we'll put your name in a hat and one lucky game freak will win a mystery prize!



❐ ROBOCOD ❐ PRINCE OF PERSIA ❐ POWER STRIKE II

Or ....

Name:..

Address: ....

....

....

....Postcode ....

DYNAMITE DUX

When you see a bald man with glasses, jump on his head and press buttons [1] and [2]. This gives a bonus stage!

Colin Carragher, Carrick Macross

ENDURO RACER

For a level-select, push Up, Down, Left and Right on the title screen. This may not work immediately so keep trying.

FANTASY ZONE

To buy lives for $1000 in the first shop, push Pause 50 times on the title screen.

THE FLINTSTONES

When the title screen appears, press Up, Right, Right, Down, Down, Down, Left, Left, Left and Left. When the game starts, press Pause and buttons [1] and [2]. Now press Up for Level 1, Right for Level 2, Down for Level 3 and Left for Level 4.

Level 1: This is an easy level. If you have a problem painting the area around the picture, just move the ladders.

Level 2: Press button [2] just before each rock and you won't crash. The large rocks are difficult to jump over without crashing.

Level 3: Line Fred up in the middle of the alley and don't have anything on the right or left. Set the speed and fire.

Level 4: Collect the helmet to jump down the building site.

Craig Hunter, Galashiels & Neil Mackenzie, Scarborough

FORGOTTON WORLDS

Use two-player mode and when a player dies, press Start (button [1]) several times for infinite continues.

GAIN GROUND

Hold down buttons [1] and [2] and Up when you turn the System on. Keep them pressed to find the hidden options screen. You can select each level and stage and have ten team members.

GANGSTER TOWN

When you die and your hat flies off, shoot it to continue from where you left off.

GHOSTBUSTERS

To start the game with lots of money, enter your initials as AA and use the account number 1173468723.

Jody Paterson, Dulwerton

G-LOC

On Ace level, if an enemy plane locks on, press Down and Left as soon as you get the opportunity. You should loop then fall out of the enemy's range of fire so fast he won't even have fired!

If the end-of-game baddy gets you in his sights, push Right. You should easily avoid him.

Both of these cheats only work if you push the direction pad as soon as the enemy's sights appear and keep it held until you're out of their range of fire.

Michael Lanigan, Rensrew

GOLDEN AXE
On the Magic Select screen, press Left, Right, Down, Down and Reset to choose a level.

GOLF MANIA
To take a shot again, press Reset while the ball's in the air. Select the same game you were playing then continue mode.

GOLVELLIUS
You can make crystal collecting so much easier if you put in this code: J7VZ HEQV AWPJ 4258 36AL PQLH MRLY. You'll have seven of the sparkling things.

If you want to be the richest man alive, use this code for over 500,000 gold: ZC3Y E4XF 76JQ CU63 AAQ6 CFL5 2Q86 28G4.

When you lose energy, pay a visit to Randar and when he replaces your energy, just hold any button down. All 47 bars will zoom up to full capacity!

Leave the cave and immediately return to top up again. This can be repeated up to a hundred times for life potions, after which they reset to zero!

Darren Bantten, Cardigan

GREAT VOLLEYBALL
If you're having trouble deciding which team to be, here's a list of them all, starting with the best down to the worst: USSR, France, USA, Brazil, Cuba, Japan, China, Korea.

Aled Jones, Amlwch

HEAVYWEIGHT CHAMP
After selecting two-player mode, each player press Down, Right and button [1]. Player one and two will have fire power punches and full energy. The only difference it that player two is a much better guy. This only works on a two-player game.

Andrew B, Glasgow

IMPOSSIBLE MISSION
If you're bored with tackling all the same levels from the start of the game, simply watch the demo once and then start. You'll find the levels have been mixed up!

For invincibility, hold down both buttons and press diagonally Left before you switch on the power. You'll hear a bleep and the screen goes blank. Let go of the control pad and press Left, Left, Left, Right, Up, Left, Down, Up, Right. You're now invincible.

Ben Coltman, Fareham

JOE MONTANA FOOTBALL
Pick 'pray for rain' and play against Minnesota — they always fall for it!

Aled Jones, Amlwch

KENSIEDEN
When you reach the big statue of Buddha, press Up to find a hidden room.

KUNG-FU KID
On the first level, jump over the creatures and you have to do very little kung-fu kicking.

Next month it's L to Z!

ACTION REPLAY RAVERS!

That marvellous device from the guys and gals at Datel Electronics now has its own section in Beat The System. Keep sending in any new codes you may stumble across. There are loads of T-shirts up for grabs for the best we receive.

BART VS THE SPACE MUTANTS
00C0 1003 Infinite lives

BOMBER RAID
00C0 4202 Infinite lives

MICKEY MOUSE: CASTLE OF ILLUSION
00C0 BD03 Infinite energy
00C0 C803Infinite lives
00DC 0005Infinite time

DOUBLE DRAGON
00CD 6B03 Infinite lives for player two

FORGOTTEN WORLDS
00CC 8C08 Infinite energy

NEW ZEALAND STORY
00DE 1504 Invisibility

OUTRUN EUROPA
00C1 5B35 Infinite time
00C0 DE0A Infinite shields
00C1 5005 Infinite turbos

RAINBOW ISLANDS
00C0 2E03 Infinite lives

SUPER MONACO GRAND PRIX
00C3 6201 Cheat

TAZ-MANIA
00C1 0005 Unlimited lives

WONDERBOY IN MONSTERLAND
00C0 BC14 Infinite lives (activate on starting a level, deactivate on completing)

SONIC THE HEDGEHOG

Before long there won't be a single person in the Master System world who doesn't know everything there is to know about *Sonic The Hedgehog* and *Sonic 2*. Here's even more info to help you out — if you can't complete the games after this you need serious help!

SONIC THE HEDGEHOG Extra lives

GREEN HILL ZONE
Act 1: Jump over the first set of spikes then up by the tree.
Act 2: Go down until you touch the water then left through the wall.
Act 3: Down the second pit then right.

BRIDGE ZONE
Act 1: On the second set of weights, jump right.
Act 2: After the first falling bridge, jump past the fish and leap just off the end of the bridge.

JUNGLE ZONE
Act 1: You'll see it on the waterfall.
Act 2: Keep to the left and you'll find it.
Act 3: In the water.

LABYRINTH ZONE
Act 1: Near the end, you find the switch near the spikes. Stand on them and the rings should turn into a life.
Act 2: Go past the robot on tracks then right.
Act 3: Past the robots.

SCRAP BRAIN ZONE
Act 1: On the second conveyor belt.
Act 2: Go down to the black arched door, fall down the pit and go left into the lift.
Act 3: Get to the conveyor belt then jump on the spring to the right. Repeat this and go down the pit.

SKY BASE ZONE
Act 1: Go past the cannons with the centre missing then drop down right.
Act 2: On the second plane.

SONIC 2 Level-select

For a level-select, plug the control pad into port two and press Up/Left and buttons [1] and [2]. Turn on the System while holding these buttons and wait until Sonic has run off the screen, then plug the control pad into port one. Press button [2] twice for the level-select.

Colin Carragher, Carrick Macross

That's your lot for this issue. Keep sending in any tips, codes, cheats or maps you may have. The best will get £50 of the most excellent Master System games about!

CART TOPPERS

TOP 20 UK MASTER SYSTEM GAMES CHART



1	➤	Land of Illusion	Sega
2	➤	Tecmo World Soccer	Sega
3	➤	WWF Steel cage Challenge	Acclaim
4	NE	World Tournament Golf	Sega
5	▲	Sonic 2	Sega
6	▼	Streets of Rage	Sega
7	▼	Taz-Mania	Sega
8	NE	Super Tennis	Sega
9	NE	Wonderboy in Monster World	Sega
10	NE	Superman	Virgin
11	▲	Rainbow Islands	Sega
12	▲	Castle of Illusion	Sega
13	▼	Super Kick Off	US Gold
14	▲	Prince of Persia	Domark
15	➤	Tom & Jerry	Sega
16	➤	World Class Leaderboard	US Gold
17	▲	Asterix	Sega
18	▼	Batman Returns	Sega
19	▲	Speedball 2	Virgin
20	▼	The New Zealand Story	TecMagik

SEGA MASTER FORCE

Virgin GAMES CENTRE

Number 1

Here's this month's most popular MS games, compiled by Virgin. As you can see, Land Of Illusion is still the king of the castle, closely followed by Tecmo World Soccer. Can Mickey Mouse survive another month at the top?

If you can guess next month's chart topper you could win yourself a snazzy SEGA MASTER FORCE T-shirt (psychics need not apply). Yes, you too could impress your friends and members of the opposite sex with this wonderful garment. So fill in the form below and send it to Cart Toppers, Sega Master Force, Impact Magazines, Casemill Temeside, Ludlow, Shropshire, SY7 1JW.

The Top Slot!

I have already read the next issue of SEGA MASTER FORCE (even though it hasn't been written yet!) because I'm a clever so-and-so and I think the Number One spot will be held by:

....

If I'm right please send my groovy T-shirt to:

....

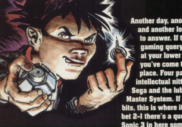
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....Ta!



Another day, another dollar and another load of letters to answer. If there's a gaming query eating away at your lower intestine, you've come to the right place. Four pages of intellectual nitty-gritty about Sega and the lubbly-jubbly Master System. If it's got eight bits, this is where it's at. And I'll bet 2–1 there's a question about Sonic 3 in here somewhere...

GUTTER GOSSIP

Can I come out now? Has the *Jurassic Park* hype died down? Phew! What? The *game* hasn't been released yet? Oh no! Better crawl back under me stone.

Jurassic Park bags, *Jurassic Park* T-shirts, *Jurassic Park* boxer shorts. You name 'em, I've seen 'em. Still, I wonder whether there's gonna be a *Jurassic Park 2*? Heck! What have I said? I hope the movie moguls ain't reading this.

Have you seen the film yet? Nor me. Well, I went to the cinema *expecting* to watch it, but sat behind a woman who, in my opinion, needed to lose about 50 stones in weight and I couldn't hear a damn thing 'cos the bloke behind me sounded as though he was munching through a roll of Axminster carpet. Oh well!

I was almost pleased to get back to the office and get me teeth into your lovely letters. Remember, for the BEST PICCY and BEST LETTER I receive each ish, there's a SEGA MASTER FORCE T-shirt up for grabs. Send your wise words and works of art to: GUTTER SNIPE, SEGA MASTER FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. Our mail bag seems to get bigger every month — come on, let's see if we can force our post man to do weight training. He could do with the muscles.

Oh, if you're lobbing me a piccy, no bigger than A4 size and please don't send a pencil drawing — colour it in! Remember to put your name and address on the reverse of everything you send in, sometimes cover letters go missing. When sending a letter, print your name and address clearly.

This month, I've had a few surnames that resembled swear words! Very odd.

Misplaced maps

Dear Gutter Snipe
I really liked SEGA MASTER FORCE Issue 1, especially part two of the *Land Of Illusion* maps. I waited all month for the final part to be mapped, as promised.

Today, Issue 2 came while I was having breakfast. I frantically flicked through, but — the maps weren't there! I felt very disappointed and a bit cheated. I hope they're in Issue 3?
Barry Griffiths, Peterborough

■ **Seems we've kept you on tenterhooks, Barry. The maps were printed as a guide to those who'd just bought the game. We were going to continue mapping, but we thought printing more would spoil the whole caboodle too early.**

So I've had a chat with young Nick and the other levels are being mapped this issue. See, anything's possible when you know the right people! I once appeared in *Hi-De-Hi*, would you believe, and that's only because my third cousin 14 times removed is Sue Pollard's milkman. Strange, but true.

A touch biased

Dear Gutter Snipe
I think it's great that SEGA FORCE has split. I have a Master System and can now read more about the MS without it having to play second fiddle to the Mega Drive.

SEGA MASTER FORCE is a good magazine, but I think some of the reviews are a bit biased and the ratings a tad inaccurate. I think this happens in all computer magazines. I reckon it's down to a couple of things:

1. System capability: People know the capabilities of the machine they're playing and adjust their ratings accordingly.

2. Some people allow their love for a game to cloud their review mark.

I feel computer programmers know the true limits of a machine. Some reviewers who haven't had much experience reviewing games don't. The folk at SEGA MASTER FORCE are pretty good reviewers.

A couple of questions for you now. Are there MS versions of *Road Rash, PGA Tour Golf, Sensible Soccer, James Pond* and *Joe Montana's NFL Football* due out? Oh, and why are you called Gutter Snipe?

Great magazine. Keep it up!
Anonymous, Brierfield, Lancashire

■**Oh dear. This bod actually signed him/herself 'Anonymous'. Wonder what they're trying to hide? You haven't been on *The Cook Report*, have you? Dodgy.**

I can see what you're trying to say about review marks (almost!). We've always adopted a policy whereby if one reviewer likes a platform game, we get them to write the review and a comment. Then we take a bod who isn't as keen on platformers and give them a chance to play. This way, we find out whether the game has anything to attract folk who aren't major platform nuts. The same happens with beat-'em-ups, shoot-'em-ups etc.

As for machine capabilities, there's ALWAYS the tendency to say, 'The graphics are pretty good for the Master System.' SEGA FORCE fell into that trap from time to time and other mags quote it non-stop. You won't see it happening in SEGA MASTER FORCE. But, if a phrase along those lines *does* slip through, you can beat Nick on the bottom with my copy of *Bunty*.

In answer to your questions, *Road Rash* is due out from US Gold by the end of the year. *PGA Tour Golf* is being released by Domark and will be out this October.

***Sensible Soccer* will appear on the Mega Drive but I've not been told if a Master System version's planned. I haven't a clue about MS *Joe Montana* — I don't think it's likely. Have a gander and you'll find James Pond floating around this issue.**

As to my name, well, why I'm called Gutter Snipe is like asking how long's a piece of string, why the world's round and how come people say they're in a meeting when you know they're not! I'm the eighth wonder of the world, dear fellow. Ours is not to reason why...

Hassle in a castle

Dear Gutter Snipe
First off, I'd like to congratulate you on producing the coolest mag around and thanks for choosing to concentrate on the Master System. Anyway, enough of this flattering talk.

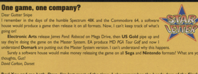
I recently rented *Castle Of Illusion*. I played it for about three hours and completed two of the six levels. I'll get to the point. What percentage did you give it in the magazine?

Also, is *Sonic 3* coming out in the UK this November and when's *Ecco: The Dolphin* due out on MS? Keep up the good work.
Rosalind Turner, Brockenhurst

■ **Nice to hear from you, Rosalind. *Castle Of Illusion*'s a great game. If you get stuck, write to our Playing Tips department and they'll help you out.**

Mickey's first MS adventure appeared way before SEGA FORCE hit the shelves, so we never reviewed it. However, if it came in today, it'd surely get in the high 80s. When you've had a good go at *Castle Of Illusion*, I'd thoroughly recommend you buy the follow-up, *Land Of Illusion* — it's a great game.

I'm told MS *Sonic 3* will be the first version to be released, around November time. MS *Ecco: The Dolphin* will make a splash around November time. We'll let you know if we get any more news.



One game, one company?

STAR LETTER

Dear Gutter Snipe

I remember in the days of the humble Spectrum 48K and the Commodore 64, a software house would produce a game then release it on all formats. Now, I can't keep track of what's going on!

Electronic Arts release *James Pond: Robocod* on Mega Drive, then **US Gold** pipe up and say *they're* doing the game on the Master System. EA produce MD *PGA Tour Golf* and now I understand **Domark** are putting out the Master System version. I can't understand why this happens.

Surely a software house would make more money releasing the game on all **Sega** and **Nintendo** formats? What are your thoughts, Gut?

David Carlton, Dorset

Boy! You and me both, Dave. I'm lost most of the time. I *also* remember the heady days of the Sinclair Spectrum and can recall the adverts from software companies which would say, 'also available on Commodore 64, Amstrad...' etc.

In the console world, it's a bit of an auction, I reckon. Electronic Arts, for example, don't produce 8-bit games. US Gold do. When US Gold see a tempting licence like *Robocod*, they snap it up. That's what it's all about. Game companies put in their bids to buy a licence to produce a game, the most lucrative bid wins.

The game may only appear on one system at first, ie, Sega machines, because the company developing the product may only deal with Sega stuff. Then, lo and behold, 255 million years later, a software house who produce Nintendo stuff buy the rights to produce Nintendo versions. Confused? You will be!

You've raised an interesting point there, Dave. I like your style. A SEGA MASTER FORCE T-shirt's on its way.

No too friendly rivalry

Dear Gut

One of my friends has an Amiga 500. He says the games are twice as good as **Sega** games and the computer's altogether better. His brother said the Commodore 64's equal to the Master System.

I think this is bull. How can I return the insults? Thanks, Gut.

Derek Blair, Wigton, Cumbria

■ Oh heck! Tell them you don't have to sit for ages waiting for a game to load — you just plug in a cart and away you go.

I had a Commodore 64 when I was younger. Quite a few games I bought wouldn't load because of that dodgy tape deck you get with the machine. I was forever plunging a screwdriver into a little hole to adjust the tape heads. Nightmare! Fortunately, there's none of that larking around with the Master System and MS games beat the turnips out of Commodore 64 games.

Ahem! I'll probably get sued for saying that.

MS fighting talk

Dear Smart One

Thanks for an excellent column in MASTER FORCE. It makes the mag a hundred times better. Right, down to my questions.

Will *Street Fighter II* be released on the MS? If so, will a special joypad appear?

Oh, thanks for the smart **Zig** and **Zag** tips book. It was really useful. Bye for now, Oh Great One.

Mark, Leith, Edinburgh

■ Couldn't quite read your surname, Mark. I left it out to save any confusion. *Street Fighter II* won't come out on the Master System.

Strewth! The shortest reply ever!

It's criminal!

Dear Gutter Snipe

Please will you answer the following questions?

Is *Special Criminal Investigation* any good? Will there be an MS version of *Tiny Toons*? Will *Flashback* be out on the MS?

Henry Box, Hampshire

■ No. No. No.

I was wrong! *This* is the shortest reply!

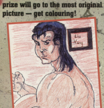
Classy ads

Dear Gutter Snipe

Just a short note to say thanks for a brilliant mag. I put an advert in your classifieds section for Master System games and bought *Asterix* and *Donald Duck: Lucky Dime Caper* for £6.50 each!

OFF THE WALL

Thanks for all the Mortal Kombat pics, the best of the bunch has won it's artist a brilliant MASTER FORCE T-shirt. Next month the prize will go to the most original picture — get colouring!



Benji McGuinness
Limaudy, Co, Derry

WHAT DO YOU MEAN I'M NOT ON THE MASTER?

Ken George
Chorlton, Manchester

STAR PICTURE

MORTAL KOMBAT

Edward Nordan
Illford, Essex

I also managed to swap *Alien Storm* for *Mickey Mouse: Castle Of Illusion*. I had 17 replies to my ad.

If it wasn't for your mag, I'd have to fork out £30 for new games.

James Gubbin, Cornwall

■ Glad to have been of service, James. I placed a classified ad in SEGA MASTER FORCE once. Tried to sell my grandmother. Not one phone call. Can't understand why!

There are some real bargains in our small ads section if you've the time to browse. So come on, the rest of you, why not place an ad? James is proof our classifieds work. And all for the price of a stamp. Aren't we good to you?

Well, the rest of 'em are. If it was up to *me*, you'd have a two-page pamphlet on fly-fishing every month. But then who am I to say? I'm just the slave.

I might pop round later on today, James, and buy myself some freedom. That's if you've any to spare?

Save and rave

Dear Gutso

When I heard your mag had split, I thought 'YESSS! There's going to be a nice fat Game Gear mag.' Shock! Horror! There were only two mags, SEGA MASTER FORCE and SEGA FORCE MEGA. Not bothering to look at either, I went home in a rage. The hunt was on!

Monday: SEGA FORCE MEGA. All right for MD owners, no use to people like me.

Tuesday: Crap! *Sega Pro*.

Wednesday: Gather more money.

Thursday: Gather even more money — getting closer!

Friday: SEGA MASTER FORCE. I figured a Game Gear was a handy-sized MS, so I bought the mag.

This is my kind of magazine. I think all Game Gear owners will agree, your mag's superb.

Ashley Cathers, Beragh, Co Tyrone

■ Cheers, Ashley. We're the only mag dedicating a whole section to the Game Gear. Where else can you find GG news, previews, reviews and competitions, all crammed into the same space? Answer: Absolutely floppin' nowhere.

However, some people have complained that eight pages just aren't enough, so we're looking into the situation. Stay tuned — things ***may* change.**

From MD to MS?

Dear Gutter Snipe

Since appearing on the Mega Drive, I've often wondered whether the following games will appear on the Master System — *Ecco: The Dolphin* and *ToeJam & Earl*.

I'd like to thank you for the *Alex Kidd* cheats. I hadn't seen the sequence to reach the end of the game so couldn't complete it.

Helen Corton, Andover

■ Right, Helen. As I've said, *Ecco: The Dolphin* is on the cards from those wonderful people at Sega. Stay tuned to this channel for more info soon. A GG version's out before Christmas too!

It *was* rumoured *ToeJam & Earl* would appear on the Master System, but all's gone quiet.

Best buy

Dear Gut

As I'm not a very sociable chap, I've just two things to say.

Firstly, I want all those respectable folk out there to show a little appreciation for our good man Gut and all his hard work. Secondly, which do you think is the better buy, MS *Mortal Kombat* or MS *Populous*?

Mark Banks, Leeds

■ Respect. This lot had to look up the word in a dictionary. They make me sit on the floor, feed me through a straw and lock the toilet door whenever I pop in for a moment's piece. Ho-hum.

To put you out of your misery, MS *Mortal Kombat* is the better buy. It should be out on the shelves by the time you read this.

Take our advice...

Dear Gutter Snipe

Please can you help me? I own a Master System and have trouble buying games.

You see, I can't decide which games to choose, and when I do make up my mind, the games turn out to be a pile of rubbish and I waste money. I take the games back to the shop, but they won't exchange them unless they're faulty.

Adam Hogarth and Callum, Newcastle Upon Tyne

■ Well, well, well Adam, you *are* in a pickle. The best thing to do is be patient. If you know a game's coming out, wait till you see the review in SEGA MASTER FORCE before you rush out and buy it.

If you're considering splashing out for an old game, check our Buyers' Guide. If the game's been in SEGA FORCE or SEGA MASTER FORCE, you'll find a wee synopsis and the rating. No more crap game blues, methinks.

Adrian Harrison
Boston, Lincolnshire

Mark Banks
Leeds

Ben Evans
Tranmere, Birkenhead

Raymond Murray
Bedfordshire

Manolo Polidario
West Watford, Herts.

Better than The Beano!

Dear Guts
Firstly, I'd like to say a mega-massive thank you to everyone at SEGA MASTER FORCE for producing the mag. When the Mega-CD came along, I thought, 'Arrrggghhh! The MS has had it!' But no! A few weeks later, the first issue of MASTER FORCE appeared. It's got to be the best read since *The Beano*.

Anyway, I wanna ask you some questions. If you don't answer them, I'll NEVER, EVER read your column again and I'll buy an NES!

I haven't had an MS for long, so can you tell me any cheats for *Sonic The Hedgehog*? In Issue 2, you told us your Top Five GG games. What are your five favourite MS carts?

Is it true we're going to see a **Nintendo** CD soon? Will it follow the same lines as its predecessors, with a similar kind of name?

Is *WWF Steel Cage Challenge* any good? Is it worth £30 or should I wait for the sales? If **Sega** put a reset button on the first MS, why couldn't they put one on the Master System II?

Finally, is there likely to be a GG adaptor for the MS? If not, will we ever see *Sonic Chaos* on the MS/MD?

SEGA MASTER FORCE is fab! Thanks to all for throwing your lives away producing it.
Stephen M, Milton Keynes

■ Another one with a surname I couldn't read. Is it Moffoot? Moffont? Or Moffoat? Tut! Tut! Tut!

What's with the barrage of questions? I dunno. I'm the wrong person to ask for cheats, mate. Drop a line to our Playing Tips department.

My Top Five MS games changes all the time. At the moment it's *Land Of Illusion*, *Prince Of Persia*, *Global Gladiators*, *Robocod* and *New Zealand Story*.

The Nintendo CD machine has been put on hold and won't be out until some time in 1994. No one knows what it's going to be called — part from Nintendo, that is, and I don't speak to *them*!

***WWF Steel Cage Challenge* isn't particularly good. I wouldn't even wait for the sales.**

I haven't a clue why Sega didn't include a reset button on their MS II. To be honest, I prefer the old machine — the new one looks like a house brick. The designer must have fell asleep when creating the MS II. He woke up to find the machine already in production without a reset button. That's *my* story anyway, and I'm sticking to it.

***Sonic Chaos* is scheduled to be released in October so watch out for a preview soon. I haven't got a life to throw away. Sad.**

Anyone for tennis?

Dear Gutty
A few days ago, I went to my local shops to look for *Wimbledon 2*. I looked in most of the good computer stores, like Virgin, but they didn't have the game.

A day later, I went to WH Smiths and found it! I was amazed the computer shops didn't have it in stock and yet a store which doesn't specialise in carts had the game on their shelves.

Anyway, enough of that. Here are a few questions.

Is the Computer Chair really worth £25? Which game's better, *Crash Dummies* or *Lemmings*? What are your favourite sports and platform games? Is *NHLPA Hockey '93* coming out on the Master System?
Philip Mattingley, Guildford, Surrey

■ Such is life, my friend. Wearing out your shoe leather's part of the fun of buying a console game. I once went through three pairs of flip-flops, a pair of Wellington boots and the odd sandal or 12, just to buy a copy of *Sonic 2* when it was released. People were snapping the game up left, right and centre.

Let's have a look at these questions of yours. I've only seen the Computer Chair in the advert. It looks pretty sturdy. If you loll about on the floor while playing your Sega and your mum's forever moaning, of course it's worth it!

***is the better game. My fave MS sports game is Super Kick Off* and best platformer at the moment is *Land Of Illusion*. As far as I know, *NHLPA '93* isn't coming out on the Master System.**

What's this? The last bit of the fourth page. Must mean I've nearly run out of room. So keep 'em coming, as they say in these parts and, who knows, I might just make you famous.

A fairly sensible lot of gamers this ish, so no Clanger of the Month. Ooooh! Think yourselves lucky. There's a skipful of MASTER FORCE T-shirts just gaggin' to be flung through letter boxes, so if yours is the letter or piccy of the month, one of these stunning items of clothing will land on your door mat.

Can't stop, I've a salad in the oven. See you next month.

Kieran Meenan
Belfast

Stephen O'Hagan
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Manolo Polidario
West Watford, Herts.

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Glam. Wales

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...8 ...Smash ...Chuck ...ock, Ninja Gaiden, The Terminator.

No 9 Bart vs The Space Mutants, The New Zealand Story, SCI, Tom & Jerry.

No 13 Alien 3, Robin Hood, Superman, Wonderboy 3.



No 14 Predator 2, Speedball 2.



No 15 James Bond, Strider II.



No 16 Rainbow Islands, Renegade.



No 18 Spider-Man 2, Krusty's Fun House.

No 19 Land Of Illusion, Superman.

SEGA MASTER FORCE



No 1 Andre Agassi Tennis, Batman Returns, Crash Dummies, RoboCop 3, Terminator 2.



No 2 The Flash, GP Rider, California Games 2, World Tournament Golf, Home Alone.

…ASTER FORCE …TH YOU



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…, Put & …ter, Shadow Dancer, Sonic The Hedgehog, Space Harrier, Super Kick Off.



No 4
…o The …re III, Pac-…an, Pac-Mania.



No 5
Asterix, Bart vs The Space Mutants, Champions Of Europe.

No 10
SCI, Smash TV, Sonic 2, Tom & Jerry, Trivial Pursuit.



No 11
…d Story, …in Hood, Smash TV, Speedball 2, Trivial Pursuit.



No 12
Lemmings, Master Of Darkness, Pit Fighter, Sonic 2, Space Gun, Taz-Mania.

No 17
Streets Of Rage, Global Gladiators, World Cup '93, James Bond, Strider 2.



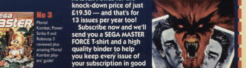
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Mortal Kombat, Power Strike II and Robocop 3 reviewed plus amazing Mortal Kombat players' guide!

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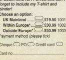
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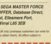
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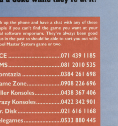
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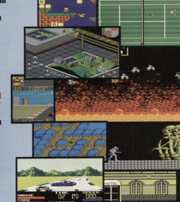
Don't read that — read this! This is your essential guide to every Sega Master System game worth playing, all put snugly into different categories and given a percentage from the guys and gals here at SEGA MASTER FORCE.

All you have to do is take this guide along with you to the local software shop and check out any games before you buy them. If you're a lazy so and so and can't even be bothered to get out of your game playing chair then check out some of the phone numbers below. These people are all mail order companies and will gladly take your orders over the phone and deliver to the door. They might even send you a pizza and a Coke while they're at it!



Pick up the phone and have a chat with any of these people if you can't find the game you want at your local software emporium. They've always been good to us in the past so should be able to sort you out with a cool Master System game or two.

ACE	071 439 1185
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Krazy Konsoles	0422 342 901
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Video Game Box	0425 616 705
Video games Centre	0202 527 314



Arcade

Coin-op conversions and mixed-genre games make these carts the most action-packed around. Old classics and revamps, like in Virgin's compilation, have the post staying power.

ARCADE SMASH HITS

VIRGIN £32.99 Tel 081 960 2255 85%

These updated versions of *Missile Command*, *Centipede* and *Break Out* are weak individually but together form a good package, especially for the newcomer. Where else can you get games for £11 each?

BACK TO THE FUTURE II

IMAGE WORKS £34.99 Tel N/A 62%

Racing, beat-'em-up and two puzzle sections make up this game-of-the-film. Crude, flickery graphics and frustrating gameplay put it firmly in the past.

BACK TO THE FUTURE III

ACCLAIM £32.99 Tel 0962 877788 33%

As Doc, chase a runaway carriage. As Marty in later sections, throw pies and walk along the top of a train. Graphics are excellent but gameplay's infuriating.

THE FLINTSTONES

GRANDSLAM £29.99 Tel 081 680 7044 61%

As Fred, paint the living room, drive to the bowling alley, bowl (surprise!) and rescue Pebbles. Boring gameplay isn't rescued by cartoony but could-do-better graphics.

MARBLE MADNESS

VIRGIN £32.99 Tel 081 960 2255 76%

Under a time limit, guide a fragile marble over strange landscapes and past weird creatures. Great graphics and unique gameplay but too few levels.

MASTER OF DARKNESS

SEGA £32.99 Tel 071 373 3000 77%

As Dr Social, track Dracula through five levels of Olde London. Spooky graphics and sounds as you tackle mesmerised creatures. Soon gets tough.

MORTAL KOMBAT

ACCLAIM £34.99 Tel 071 344 5000 92%

The classic arcade machine comes to life complete with blood and gore. It's possible the most violent and addictive game ever to reach the Master System and includes some amazing digitised animation. Brilliant.



MS PACMAN

DOMARK £34.99 Tel 081 780 2222 88%

Essentially the old fave, *Pac-man*, *Ms* has a feminine sprite, speed-up option, selectable mazes and skill settings. Ancient coin-op graphics but all the playability.

RENEGADE

SEGA £34.99 Tel 071 373 300 67%

Your girl's been nabbed and you use punches, kicks, knee-butts and overarm throws to mangle the punks responsible. The graphics are too clean for the gritty but repetitive action.

STREETS OF RAGE

SEGA £32.99 Tel 071 373 3000 81%

Clean up the streets as you head for a crime boss's sky-scraper headquarters. There's an array of moves and weapons, cool sprites and good FX. Truly exciting gameplay; a class beat-'em-up.

STRIDER

SEGA £32.99 Tel 071 373 3000 42%

The whoosh of the somersaulting Strider's sword isn't as impressive as it should be. Although graphics are great static, they're slow-moving and enemies are few and far between. Dullsville.

STRIDER 2

US GOLD £32.99 Tel 021 625 3366 74%

The Master's causing trouble again, but this time Strider's fast as well as graceful. Some of the robot guardians are unfairly tough but the action's engaging enough. A 'try before you buy'.

SUPERMAN

VIRGIN £TBA Tel 081 960 2255 66%

Several of Metropolis's inhabitants have gone missing — including Superman's beloved Lois Lane! He can't use all his powers in the same stage and must collect icons to keep energy up. Graphics are action-packed but the Man of Steel's difficult to control and the tasks are tiresome.

Arcade Adventure

Perfect for those who want to use equal parts of brain and digital dexterity. Prince Of Persia sports the best MS animation ever.

ASTERIX

SEGA £32.99 Tel 071 373 3000 82%

The heroic Gaul and his fat chum, Obelix, are on the way to Rome to rescue their druid chum, Getafix. Each level can be played as Asterix or Obelix, which alters the hazards and features subtley or drastically. Use their different characteristix to defeat Romans and solve cunning platform puzzles. Sprites are almost identical to the comic characters, playability's high and there's masses to do — twice.

BART VS THE SPACE MUTANTS

FLYING EDGE £32.99 Tel 0962 877788 92%

Space Mutants are making a machine to conquer the world — only Bart knows about it! Colourful backgrounds and cartoon sprites on par with the MD, good FX and samples back it up.

HEROES OF THE LANCE

US GOLD £32.99 Tel 021 625 3366 68%

Billed as an RPG, it's even an exaggeration to call this an arcade adventure. Send your band of eight adventurers in search of the Disks of Mishakal. Simple arcade combat and sluggish controls but bold graphics and a huge playing area. No save option, though!

LAND OF ILLUSION

SEGA £32.99 Tel 071 373 3000 92%

Mickey Mouse is searching for a jewel and the phantom who stole it. Mickey bum-bounces some enemies, throws rocks on others. Special items have to be found and used to complete levels, some of which have to be tackled twice.

Graphics and sound are superlative, and although it's fairly easy, it's playable enough to complete time and again. Another great platform game starring Walt Disney's little mouse!

PRINCE OF PERSIA

DOMARK £29.99 Tel 081 780 2222 93%

Leap chasm and spikes, dive through razor-sharp shutters, activate pressure pads and duel with guards — when you find the scimitar. You've an hour to negotiate 12 levels and rescue the princess waiting for you. Animation is jaw-droppingly good and the task is addictive. This is one platform game with a difference.

SHADOW OF THE BEAST

TECMAGIK £34.99 Tel 071 243 2878 70%

Once human, The Beast traverses scrolling plains and vast caverns to find and defeat his loathed master. Keys, potions and weapons are collected, although fists are most often used to defeat many enemies. Neat graphic touches and increased adventure elements make it better than the MD version but gameplay lacks versatility.

SPIDER-MAN 2

FLYING EDGE £29.99 Tel 0962 877788 82%

Spidey's up against six of his toughest foes in six two-part levels. Objects need to be found and used to gain access to villains' bases. Graphics and sound are nothing special but gameplay's great. If you're a fan of Spidey and his amazing adventures, this game is for you.

WONDERBOY 3 IN MONSTER WORLD

SEGA £32.99 Tel 071 373 3000 75%

From the original arcade machine comes this cool platform romp. Wonderboy's set a number of tasks that eventually enable him to escape. There are traps to dodge, obstacles to jump and monsters to kill, plus plenty of people and objects to interact with.

Although not as popular as Sonic, Wonderboy's adventures are still fun to play.

Platformers

Conquer villains and strange lands in leaps and bounds. A range of styles is represented here, from the craggy strategy of Chuck Rock to the eco-friendly gook of Global Gladiators.

ALEX KIDD HI TEK WORLD

SEGA £29.99 Tel 071 373 3000 78%

The most popular MS character after Sonic, Alex Kidd faces some tough challenges in Hi Tek World. Fast platform action and cute graphics make this one a winner.

BATMAN RETURNS

SEGA £29.99 Tel 071 373 3000 54%

A poor MS outing for the caped crusader as he battles against the evil Penguin and Catwoman. Five tough levels give this game a high lastability mark.

BONANZA BROS

SEGA £29.99 Tel 071 373 3000 76%

As Robo (his bro's gone missing in this version), break into buildings, collect swag and shoot or stun guards. A cash-grabbing sub-level adds depth to this wacky coin-op conversion, which features unusual Lego People graphics.

CHUCK ROCK

VIRGIN £32.99 Tel 081 960 2255 91%

Caveman capers as this ugly thug uses his belly against five levels of dinosaurs. Chuck Rock also chuck rocks! Vertical and leftward sections and puzzle elements help make this one of the most playable MS platform games.

CRASH DUMMIES

ACCLAIM £29.99 Tel 071 344 5000 84%

A great game starring those Incredible Crash Dummies. Dive from a tall building, smash up a new car, do a spot of bomb disposal and go for a ski. The Dummies have to test out all these things to earn themselves money for a vacation. A great game.

GLOBAL GLADIATORS

VIRGIN £32.99 Tel 081 960 2255 86%

The game from a McDonalds licence and it's packed with brilliant graphics and platform action. The difficulty is set quite high so be prepared for quite a challenging game. You'd be a fool to miss it.

HOME ALONE

SEGA £29.99 Tel 071 373 3000 61%

Poor old Kevin's been abandoned by his parents and has to defend his house from two bungling burglars. Puzzle solving and platform action make *Home Alone* a decent game.

JAMES BOND: THE DUEL

DOMARK £34.99 Tel 081 780 2222 84%

One of 007's worst enemies has kidnapped Prof Jones. First on a tanker, Bond finds hostages and bomb parts then tackles Jaws. Crisp graphics, realistic animation and four tough levels make Bond's mission a success.

THE FLASH

SEGA £29.99 Tel 071 373 3000 90%

DC Comics' character zooms onto the Master System with one of the most enjoyable platform games around. Loads of levels, tricky bad guys and Sonic-type speeds make this an essential purchase. If you're a fan of the comic books or decent platformers, this is for you.

THE LUCKY DIME CAPER

SEGA £32.99 Tel 071 373 3000 78%

Donald's platform-hopped adventures take him around the world, using a mallet and frisbee to oust nasties. Graphics are gaudy and gameplay's a little frustrating, but superb cartoon sprites and playability save the day.

THE NEW ZEALAND STORY

TECMAGIK £32.99 Tel 0924 461115 93%

Tiki the kiwi explores large platform levels, armed with bow and bombs and travelling by foot, floating board, balloon, duck and underwater. Stunning arcade-like graphics and frustratingly addictive gameplay with lots of secret rooms to discover. One of the Top Ten MS games.

NINJA GAIDEN

SEGA £32.99 Tel 071 373 3000 90%

Ryu Hayabusa! That's you (that is) as you jump pits, climb trees, leap from girder to girder and dodge the odd throwing star or three. A great challenge and with controls, graphics and effects this good, you're sure to want to take it up.

RAINBOW ISLANDS

SEGA £32.99 TEL 071 373 3000 91%

As cute Bub, make your way up vertical islands, using rainbows as bridges and weapons. They take time to master but then gameplay bites in this appropriately colourful game. Already a hit on home computers, Rainbow Islands is a blast on the Master System

RUNNING BATTLE

SEGA £29.99 Tel 071 373 3000 69%

Using fists, feet and pick-up weapons, kill M's soldiers while marching through predictable streets and bases. Detailed but flickery sprites, long but repetitive levels. Appropriately, the player character's called Sergeant Gray...

SHADOW DANCER

SEGA £32.99 Tel 071 373 3000 62%

Takashi and his hound take on the Asian Dawn terrorists, the former with shuriken throwing stars and magic, the latter with, um, teeth. Mediocre backgrounds pay the price for detailed sprites. Controls are awkward and gameplay unforgiving.

SONIC THE HEDGEHOG

SEGA £29.99 Tel 071 373 3000 94%

Unbelievably, MS Sonic is almost identical to the MD. Fast, smooth scrolling and detailed sprites (especially Sonic himself) are a visual feast. Although easy, the gameplay — collect rings, bounce on baddies, race through levels — is addictive enough to keep you coming back to complete it again and again.

SONIC 2

SEGA £34.99 Tel 071 373 3000 92%

Sonic hang-glides, bounces across water, floats in bubbles and bashes through blocks to secret areas — as well as running fast and collecting rings, of course. It requires more thought and is more varied than the original but not quite so playable.

TAZ-MANIA

SEGA £34.99 Tel 071 371 3000 71%

Taz searches for his giant birds and their yummy eggs. Warner Bros cartoon graphics really make this game. Although a touch easy, its originality and character make it fun.

Puzzle

Pure thought and deductive reasoning (almost) replace fancy graphics — with the exception of Krusty's winning cartoon sprites and Trivial Pursuit super host.

KLAX

TENGEN/DOMARK £29.99 Tel 081 780 2222 81%

Catch and flip coloured tiles to form lines of the same colour. Graphics are drab but no worries because this simple but remarkably playable hundred-level puzzler doesn't need flashy visuals.

KRUSTY'S FUN HOUSE

FLYING EDGE £34.99 Tel 0962 877788 86%

Position blocks, tube sections and fans to direct dumb rats, while using custard pies to kill patrolling enemies. Mind-scrambling puzzles, madcap platform action and hidden rooms to find. Remarkably MD-like. If you're a fan of the Simpsons then you'll love this.

LEMMINGS
SEGA £34.99 Tel 071 373 3000 93%

Use limited numbers of digging, tunneling, bridge-building, climbing and floating lemmings to overcome obstacles. Loads of levels and tough yet incredibly addictive gameplay make *Lemmings* unmissable.

TRIVIAL PURSUIT
DOMARK £32.99 Tel 081 780 2222 79%

Almost everyone knows this board game. The board graphic's simple but clear and the question master is excellently drawn and animated. Easy to play and plenty of questions.

Racing

Hands on the steering, pedal to the metal. Jostle for position and lean into those corners. Swear when computer cars cut you up and steal the lead...

CHASE HQ
SEGA £29.99 Tel 071 373 3000 69%

Take to the highways of America as you race at high speed to catch villainous criminals. Road scrolling is smooth but a lack of originality makes this game dull after a while.

GP RIDER
SEGA £29.99 Tel 071 373 3000 48%

Fans of the MD game, *Road Rash*, now have the chance to race each other in Sega's latest bike outing. Split screen views, one or two player modes and multiple options fail to make this a worthy title.

OUTRUN EUROPA
US GOLD £29.99 Tel 021 625 3366 87%

A racing game with bells on! Take the controls of a motorbike, jetski and Porsche in an attempt to retrieve some secret plans. Put your foot down, avoid obstacles and punch or shoot anyone who bothers you! Fast, flicker-free graphics and a real challenge.

SCI
SEGA £32.99 071 373 3000 60%

The sequel to *Chase HQ*, you track down criminals' cars then shoot the hell out of them. The pics between levels are good but the road doesn't match the speed of your vehicle. It's fun for a while — it would be much better if you could blast civilians' cares, too — but there are too few levels.

SUPER MONACO GRAND PRIX 2
SEGA £34.99 Tel 071 373 3000 86%

The action takes place over 16 world championship courses and the aim's to whup Ayrton Senna's ass. Although backgrounds are dull, scrolling's fast and the car handles well. It's tough but fun and the password system's a big help. For pure road racing, it can't be beaten.

Shoot-'em-ups

Whether aboard a space ship or plane, or running along as a future soldier, robot or cop, blasters have as many victims as they do fans. Old Arnie's Terminator's your best bet, with Alien Storm, Alien 3 and Super Space Invaders following just behind. Have a blast!

ALIEN STORM
SEGA £29.99 Tel 071 373 3000 77%

Gordon and his flame-thrower or Slammer and his electric whip fry aliens. The action switches to through the hero's eyes on alternate levels, where crosshairs aim a gun. A little thought's required and graphics are imaginative (if flickery). A two-player option would've bolstered it.

ALIEN 3
SEGA £34.99 Tel 071 373 3000 77%

This time, Ripley's stranded on a prison planet with assorted thieves and killers — poor lass! *Loads* of Aliens have stuck hostages to walls. Explore four-way scrolling levels to rescue 'em, using a variety of limited ammo weapons and air ducts as short cuts. Neat presentation, well shaded backgrounds and 'orrible Aliens make mediocre gameplay fun.

G-LOC
SEGA £29.99 Tel 071 373 3000 67%

Action's viewed through the Thunderfox's cockpit but it's strictly shoot-'em-up. Armed with cannons and guided missiles, ammo's replenished and the jet updated between levels of fighter-downing fun.

Only half the screen's actively used and it ain't pretty, but there's sufficient action and sensation of movement for a few missions. This game doesn't really live up to it's arcade machine original.

POWER STRIKE 2
SEGA £29.99 Tel 071 373 3000 71%

A vertically scrolling shooter with tons of power-ups to collect and many an enemy to dispose of. Graphics are a little flickery and the main sprite can be hard to spot but the difficulty setting will keep you playing for ages.

PREDATOR 2
ACCLAIM £32.99 Tel 0962 877788 68%

As cop Mike Harrigan, march along, blasting drug dealers, collecting weapons, destroying drugs and rescuing hostages. Suitably dark, moody graphics accompany this toughie — which gets harder when the Predator shows up! Not bad but frustrating and unexciting.

ROBOCOP 3
ACCLAIM £29.99 Tel 071 344 5000 55%

As with all the Robocop 3 games on every format this has lousy gameplay. The graphics look good though even though Robo's feet are the only part of him that moves!

SAGIA
TAITO £32.99 Tel 0101 708 520 9280 46%

Pilot the Silverhawk and give an alien race what-for. Extra weapons and shields are collectable. Despite flicker, the graphic look good, but control's jerky and it's all rather dull.

SMASH TV
PROBE £29.99 Tel N/A 44%

Explore the rooms of gameshow arenas, collect prizes and shoot and dodge dangerous droids. Graphics are slow, ugly and too big for this game, sounds are mediocre and the controls are terrible.

SPACE GUN
SEGA/TAITO £32.99 Tel 071 373 3000 45%

Viewed through the eyes of a space station defender, you slowly scroll sideways then 'into' the screen, racing game-style. Ugly sprites are blasted with the aid of crosshairs, but although they're great to look at, there are few species, all badly animated. Slow and monotonous.

SUPER SPACE INVADERS
DOMARK/TENGEN £29.99 Tel 081 780 2222 87%

The revamped relic features colourful backgrounds, various Invader attacks and massive mother ships. Meaty sounds, super-simple controls, 12 levels (plus cattle-saving bonus sections) and simultaneous two-player all somehow make it a good buy.

THE TERMINATOR
VIRGIN £32.99 Tel 081 960 2255 90%

Part man, part machine, all c– er, Arnie's first blockbuster movie hits the 8-bit! But you're the good guy, sent from the future to protect Sarah Connor from the T-800 robot. Fast, hectic levels tax your reflexes and trigger finger — there are only five of 'em put this is no pushover! Dark, moody graphics and digitised level intros set the scene brilliantly.

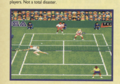
Sport

Football fans are well catered for but there's something for those who prefer to use a club or racket, too. The multi-event, multi-player laighs of Olympic Gold are hard to beat.

ANDRE AGASSI TENNIS

TECMAGIK £32.99 Tel 071 243 2878 — 67%

The famous tennis star comes to the Master System with a fair simulation of the grand sport. Graphics are quite good but the game is let down by its speed and the control of the players. Not a total disaster.



CALIFORNIA GAMES 2

SEGA £32.99 Tel 071 373 3000 — 32%

What happened to California Games 2? It doesn't matter 'cos this sporty offering from Sega is completely naff. Four events are on offer but each one is too short and the control methods too awkward. Not a summer sizzler by any means.

CHAMPIONS OF EUROPE

TECMAGIK £32.99 Tel 071 243 2878 — 81%

Variable game length, direction of play, windspeed, weather conditions and eight referees set the scene. A map of Europe, 34 teams to choose, computer or human opponent... Controls take time to get used but are highly versatile. Playable and humorous, cute sprites 'speaking' via speech bubbles.

EVANDER HOLYFIELD BOXING

SEGA £29.99 Tel 071 373 3000 — 78%

Customise your boxer, train him then hop in the ring and bash his opponent! Versatile yet easy to use controls, large boxers and realistic controls bring the thrill of the ring home.

OLYMPIC GOLD

US GOLD £34.99 Tel 021 625 3366 — 94%

The 100m, hurdles, hammer, archery, pole vault, swimming, springboard diving can be played individually, with a selection of others or all events, and there's a special Olympic Records option.

Some events' controls are easy, others are tricky to master, but they're all responsive to your commands. Crisp sprites, good sounds and up to four players round off the best multi-event sports cart.

SLAP SHOT

SEGA £29.99 Tel 071 373 3000 — 62%

With Electronic Arts coming up with great sports games like NHLPA Hockey, you'd think that the Sega 8 bit machine might benefit from a decent hockey game. Think again! Poor graphics and unresponsive controls make this a dreadful sports game.

SPEEDBALL 2

VIRGIN £34.99 Tel 081 960 2255 — 78%

In a scrolling high-tech arena, teams battle it out for possession of a metal ball. Bouncing it off stars and domes earns points. Collect coins to improve individual player's attributes or the team as a whole. *Speedball 2*'s manic gameplay make it one of the best two-player sports games.

SUPER KICK OFF

US GOLD £29.99 Tel 021 625 3366 — 90%

Not much to look at — plain green pitch viewed from above and small, dull footballer sprites. But scrolling's smooth, animation's good and playability's high! It takes time to adjust to the free-running ball then offers endless hours of fun, particularly with two players.

TECMO WORLD CUP '93

SEGA £34.99 Tel 071 373 3000 — 54%

More 8-bit footie. 24 teams take part in a tournament, exhibition match or computer vs computer demo. Viewed from the stands, the player sprites are good but it's inrealistic and there's no atmosphere.

TENNIS ACE

SEGA £29.99 Tel 071 373 3000 — 72%

Wimbledon's out of the way but there's plenty of lawn-based fun to be had in Tennis Ace! An unusual playing angle and plenty of options ensure you'll have weeks of fun.

WIMBLEDON TENNIS

SEGA £29.99 Tel 071 373 3000 — 82%

Take a shufty at the speed, skill and power ratings of the 16 players available before committing yourself and going to court! Play a single match, the tournament series or two-player head-to-head game. Court graphics are simple but scrolling's smooth and sprites are clear. Simple controls, plenty of challenge and playability. A good simulation of the strawberries and cream game!

WORLD CLASS LEADERBOARD

US GOLD £29.99 Tel 021 625 3366 — 79%

An initially confusing but versatile hook/slice meter controls the strokes across four full golf courses. Three skill levels, wind conditions, uneven surfaces, bunkers, rough and water hazards... pretty comprehensive. Graphics are fairly crude but it plays well.

WORLD TOURNAMENT GOLF

SEGA £29.99 Tel 071 373 3000 — 78%

Not quite up to the standard of World Class Leaderboard but a great golfing game anyway. A ton of options enables players to select courses, clubs and more. Up to seven players can take part in one game enabling challenges to be set up and lengthier games to be played.

Strategy

If you're the type who likes to think and plan before they act, strategy games are for you. Unfortunately, you've only two to choose from at the moment, so it won't take long to decide which to buy first!

RAMPART

DOMARK/TENGEN £29.99 Tel 081 780 2222 — 80%

A curious mixture of strategic shoot-'em-up and puzzler, your aim is to build up a castle. First use a cannon sight to defend it from invading ships then rotate geometric shapes to repair its walls. The combination works very well, particularly in two-player mode, where sneaky tactics and successful moves are incredibly satisfying. Don't miss this unrecognised winner.

SEGA CHESS

SEGA £34.99 Tel 071 373 3000 — 93%

The greatest strategy game of all time. And the Master System's lucky enough to have a computer chess cart that's up there with the best of 'em. *Sega Chess* gives two viewpoints, nine skill levels, a spread of options and user-friendly controls. Graphics and sound are weak but who cares, it's chess!

So there you go, all you need to know about the best and worst Master System games available. We'll be updating the Buyer's Guide every month so stay tuned for further additions!

Small Ads

Welcome to the SEGA MASTER FORCE car boot sale on paper! This is the place to get rid of that old deckchair, cracked tea pot and all those Blue Peter annuals going back to 1975! Alternatively you can find some real bargains in console hardware and software in these two jam-packed pages. And it's all totally free! Just fill in the form with your details, pop it in an envelope and post it to the lovely ladies in our classifieds department. They'll be happy to deal with your request.

for sale

■ Sega Mega Drive with two games, joystick and pads. Sell for £90 ono. Will swap for Game Gear with five top games. Ring (081) 646 3798.

■ Sega Master System, six games, two built-in, light phaser, control pad, rapid fire unit. All for £20. Write to Scott Brown, 3 Monar Court, Dalgety Bay.

■ Sega Game Gear with nine top games, including Sonic 1 & 2, various accessories including carry case, £120. Phone Kris on (0509) 507136.

■ Sixty-four Sega magazines for sale, including Sega Pro, Sega Power, Sega Zone, Sega Force, Mean Machines and Gamesmaster. The lot for just £30. Ring Trevor on (081) 469 3297.

■ Sega Mega Drive, controllers, carry case, six games including Jungle Strike, worth £410 will sell for £195. Phone (0708) 750562.

■ Brand new Pro-Action Replay for SNES £25, re-chargeable power pack, Game Boy £9.50, SG Pro-Pad £10, SG M/D Powerpad £8. Ring (0242) 233804.

■ Master System, eight games boxed with manuals including Wimbledon, Super Monaco 2, Lemmings, Sonic, Speedball and Golfmania, £15-£20 each. Phone Matt on (0494) 873506.

■ Master System, two game cartridges and two great joysticks — a Maverick and a Konix SpeedKing. The lot for £60. Phone Sam on (081) 658 2041.

■ Commodore 64 disk drive, tape deck over 200 games, disk box, joystick and light gun, excellent condition, manuals fully boxed, £120 ono. Phone (041) 942 6749.

■ MS games for sale, Mickey, Alien 3, £20, Transbot £10, or swap any for Prince of Persia, Krusty's, Global Gladiators. Phone (0462) 835517 — now!

■ For sale ZX Spectrum 128K, four joysticks, two interfaces, instruction manual and bag of games £50 ono. Call Gareth on (0785) 822146.

■ Master System and two joypads, 27 games including Sonic 2, Donald Duck, Alien 3, Asterix. Worth £650. Will sell for £285+. Write to: Lee Hutchison, 36 Garlieston Rd, Barlan, Glasgow, Scotland.

■ Master System II complete with Sonic 1 & 2, Enduro Racer, World GP, Ghouls & Ghosts, Transbot, WonderBoy, World Soccer, Alex Kidd built in, all accessories, £100. Ring John on (0494) 451093.

■ Mega Drive, three games, two control pads, only a month old. Worth £180, sell for £100 ono. Tel David on (0263) 514362.

■ Master System with three games, two pads, SG Commander and light phaser, sell for £85 or swap for SNES with one game or Game Gear with 2 games. Call Louis on 90705) 240469.

■ Master System and nine games including Sonic 1 & 2, Lemmings, worth £240 sell for £150 ono. Contact Adam on (0253) 726568 after 5pm.

■ Master System, two control pads, light phaser, Hang On and game built in, Operation Wolf (not boxed). All perfect condition. The lot for £25. Phone (0905) 763974.

■ MS games for sale Asterix, Pit Fighter, Double Dragon, Sonic, R-Type, Ghouls 'n' Ghosts, and Prince of Persia. All around £15, write to P. Hartles, 153 Sommerville Rd, Small Heath, Birmingham B10 9EY.

■ Master System plus 18 top games, worth £450, very good condition, £200 only. Joypads, light phaser, and joystick included. Ring (0236) 821817.

■ Mega-CD for sale with seven games in unopened box, £240, or £230 and your Mega Drive game. Normally £270. Phone Barry on (0372) 729393.

■ Cool Spot £30 UK Mega Drive version, postage anywhere in UK, £2. Includes insurance, also Sonic Comic and postcard US £5, call Victor on (081) 349 3638.

■ Sega Mega Drive, controllers, carry case, six games including Jungle Strike worth £410, will sell for £195. Phone (0708) 750562.

■ Master System, eight boxed games with manuals, including Wimbledon, Super Monaco 2, Lemmings, Sonic, Speedball and Golfmania, £15-£20 each. Phone Matt on (0494) 873506.

■ C64 disk drive, tape deck, over 200 games, disk box, joystick, light gun, excellent condition, manuals fully boxed, £120 ono. Phone (041) 942 6749.

■ Master System and joypads, twenty-seven games including Sonic 2, Donald Duck, Alien 3, Asterix. Worth £650+, sell for £285. Write to L Hutchison, 36 Garlieston Rd, Barlan, Glasgow, Scotland.

■ Sega Mega Drive games to sell or swap, include Quackshot, G 'n' G, Euro Club Soccer, Road Rash 2, Sonic, California Games, anything considered. Write to R. Archer, 38 Long Meadows, Garforth, Leeds LS25 2BR.

■ SAM Coupé with hundreds of games. As new — a really fantastic computer with Amiga quality graphics. Only £100. Phone (0584) 876794 after 6pm.

■ Roland D20 LA synth with disk drive, drum machine and sequencer built in. Five banks of sounds and flight case. £500 ono. Tel: (0584) 875851, ask for Mark.

■ Mega Drive, Mega-CD, 15 carts, nine CDs over £100 of mags, Action Replay, Game Genie, worth over £1200. Asking £600 ono. Ring Craig on (091) 3849672, after 7pm. Games include Tiny Toons, PGA 2, SOR 2, NHL Hockey, John Madden '93.

■ UK Mega-CD, Mega Drive boxed with 14 games including Flash Back, joypads, Jap adaptor, Scart lead and mags. Ring (0708) 226263.

■ Mega Drive game, Warpspeed — new release. Never been used, (won in a compo) £25. Ring Stuart on (0302) 887307.

■ Mega Drive and SNES games, all boxed with instructions, prices from £15-£35, latest titles call Joel after 6pm on (071) 729 3626.

■ Mater System II for sale, two pads and seven games including Sonic 2, Wonder Boy 3, Golden Axe. Phone now on Ivybridge, Devon 894494. You can't miss this bargain.

■ Game Gear for sale, five top games, with full instructions, AC adaptor, car adaptor, magnifier, carry case, worth £300+ will sell for £120 ono. Tel David on (0642) 311802.

■ Mega-CD game for sale, Road Advenger, brand new £30. Ring Debbie on (0784) 243260.

■ Mega Drive with 12 games including PGA Golf, EA Hockey, Powermonger, JM '92, Road Rash, Speed Ball 2, David Robinson's, F22 Interceptor, Arcade Power stick, two other controllers, Jap convertor. Worth £750. Quick sale £350. Ring after 6pm (051) 920 0347.

■ Master System and two pads, gun, nine games sell for £140 or exchange for Mega Drive with games. Ring (0685) 873705, will separate.

■ Mega Drive (UK) still boxed under guarantee, six months old with two joypads, plus Desert Strike, Super Thunderblade, Sonic, Columns, World Cup Italia 90 and Super Hang On, £110. Ring (081) 859 6223. Or will swap for an Amiga 500+.

■ C64 with cassette, adaptor, light gun with four light gun games, 48 games, 28 magazine tapes, boxed, excellent condition, bargain at £120. Tel (081) 300 8892.

■ Master System II, eight games including Sonic 1 & 2, plus Taz-Mania, two joypads, light phaser worth £250, sell for £150.

■ Sixty Mega Drive games for sale at two thirds the retail price. Write to K Johnson,14 Falcon Terrace, Whitby, Yorkshire, YO21 1EH.

■ Loads of Master System games for sale including Golden Axe, Taz-Mania and Alien 3 from £10 to £15. Contact Kenneth on (0461) 202215.

■ Sega Master System only five months old, four games, Super Kick Off, Olympic Gold, Super Tennis, Alex Kidd, will sell for £50. Tel Dave on (081) 311 7548.

■ Spectrum 48K, over 70 games, with 16K RAM and cassette player, will sell for £60 ono. Phone Simon in (091) 286 4895.

■ Super Nintendo with Super Scope light gun and games. As new and boxed — £200 ono. Phone (0584) 876794 after 6pm.

wanted

■ Mega Drive games will pay up to £22. Also many games for swap. Phone Brian after 2pm on (0463) 221173.

■ Sega Master System games Altered Beast, Golden Axe, Wonder Boy, Super Tennis, for Lemmings, Prince of Persia or Alien 3. Phone Mark on Leicester 711525.

■ Anybody with cheap Mega Drive games for sale, send lists to Chris Dodd, 46 Ryhill Rd, Lower Earley, Reading, Berkshire RG6 4AZ.

■ Master System games: Prince of Persia, Chuck Rock, and the Terminator, boxed with instructions, will pay £12 to £15 each. Tel (0270) 882566.

■ Desperate mother needs Master System games for eight -year-old. Anything considered at right price. Phone Maggie on (0386) 555843 anytime.

■ Amiga A500 Plus, with TV modulator and disk if possible. Write to Chris Burton, 65 Woodland Way, Gunnislake, Cornwall, PL18 9JA.

■ Super NES with games, will pay up to £140, please contact H. Maclean on (071) 727 6428.

■ MD Lemmings, Road Rash 2, Castle of Illusion, MS Shinobi, Cyber Shinobi, Lucky Dime Caper, R-Type. Lowest price taken, others considered. David Glasgby, 60 Jefferson St, Goole, N Humberside BN14 6SJ.

■ I will pay £5 for the 1993 Transformers annual (with the Dinobots on the front cover). Telephone "Oppy" on (0526) 342062, after 6pm please.

swap

■ Swap Gynoug on MD for Streets of Rage 2 or Micro Machines. Other games considered, drop a line to: Greg Allsopp, 19 Poplar Close, Gloucester GL1 5TX.

■ I'll swap my Amstrad CPC 464 for a Game Gear, it includes 80+ games, a green screen monitor or will sell for £80-£100 ono. Call Colin on (0844) 215247.

■ Swap MD Streets of Rage and Two Crude Dudes for X-Men or sell for £15 each. Ring Gareth on (081) 979 1896.

■ Swap Taz-Mania and Spider-Man for any of the following: Krusty's SFH, Lemmings, Ecco or Alien 3 on Mega Drive. Phone Adam on (081) 941 9102.

■ I will swap Joe Montana 2, Sports Talk Football or Golden Axe 2 for Olympic Gold on Sega Mega Drive. Ring Matt on Solihull 7436840.

■ I'll swap Sonic or Donald Duck for Out Run Europa or Streets of Rage. Phone Gary on (0442) 61233. Games for MS only.

■ I will swap my Sonic for James Bond: The Duel on Master System. Phone evenings (0225) 318766.

■ Swap Master System games R-Type and Chess for Super Kick Off and Prince of Persia. Write to: Raymond Theed, 78 Sycamore Drive, Enniskillen, Co. Fermanagh, N Ireland.

■ Will swap my Sonic, Sonic 2 or Alien 3 for Alex Kidd in High-Tech World. Write to: G Hyde, 6 Orchard Rd, Birstall, Leicester, LE4 4GA.

■ I'll swap my Super Off Road or James Pond 2 for your Taz-Mania or Rambo 3. Tel (021) 353 2377, ask for Ian.

■ I will swap MD with Sonic and one control pad for Game Boy with 4-5 games. Please write to Neel Modha, 9, Nichols Rd, Southampton, Hampshire SO2 ONS.

■ Swap Sword of Vermillion, Warriors of the Eternal Sun or Faery Tale for Shining In Darkness. Ring Ron on (0752) 565797.

■ Master System games for swap from £4, good selection swap your Master System with games for my Mega Drive. Phone Brian after 2pm on (0463) 221173.

■ I'll swap WWF, Alien 3, John Madden '92 or Sonic for Flashback or any other good game. Must be in London area. Ring (708) 559934.

pen-pals

■ Hi! I'm a 16-year-old girl looking for male pen pals aged 15-18. Write to: Emma Sydmonton, Highland Rd, Badger's Mount, Seven Oaks, Kent, TN14 7BB.

■ Australian male Sega freak with Master System wants pen pal. Write to: Zak Harvey, Box 82, Pingelly, WA, Australia, 6308.

■Hello! I'm a 13-year-old boy seeking male/female pen pal. Write to Gary Dabell, 18 Drapers Ave, Margate, Kent, CT9 4AP. Any age.

■ Hi! I'm Daniel. I'm 13 years old. I want female pen pals. I like all sports I'll answer all the letters I can. Write to: Daniel Morris-Adams, 119 Anderton Park Rd, Moseley, Birmingham B13 9DQ.

■ Hello! I'm 13 years old and would like pen-pals — boys or girls. Write to Andrew Oates, 19 The Boulevard, Worthing, Sussex.

■ Ten-year-old boy would like male or female pen pal around my age. Write to Alex Evans, 7 Court Rd, Wrexham, Clwyd, LL13 7RH.

■ Two bodacious dudes seek two babes aged 11-12. Write to Bill, 7 Castle Street, Sanquhar, Dumfrieshire, DG4 6AB. Please send recent photo.

■ Fourteen-year-old boy wants female pen pal. I like rock music. Send photo to John Logan, 392 Cranagh Rd, Coleraine, Northern Ireland BT51 3NX.

■ Thirteen-year-old wants pen pals. I like animals, reading, swimming, fishing. Write to John Adam, 4 Lander Court, Glenrothes, Fife, Scotland.

■ Eleven-year-old wonder boy looking for an 11-year-old wonder girl pen pal. Please enclose photo, (must be brainy). Write to Colin Stebbing, 4 Sunnyside Ave, Bathgate, W Lothian, EH48 4DR.

■ Twelve-year-old girl seeks a fun female pen pal. Write to Kelly Ann Winkworth, 6 Monumental Tce, Cefn Coed, Merthyr Tydfil, Mid Glam, 5 Wales CF48 2PW.

■ A male, 10 years old, looking for a pretty girl. Write to Mark, 100 Brook Field Rd, Hucclescote, Glasgow G13 3EG.

■ Nineteen-year-old wants 15 to 20-year-old pen pals only, in Leeds area. Replies to: Carl Worrall, 4 Spring Valley Walk, Bramley, Leeds, LE13 4TY.

■ Twelve year old Lisa would like a penpal girl or boy around the same age who likes computers. Write to 5 Copley Road, Chorlton, Manchester M21 1WT.

■ Hello, I'm an 11 year old and would like some pen-pals boys or girls. Write to Adrian Pomroy, 26 Romney Close, Clacston-on Sea, Essex CO16 8YE

user clubs

■ Pen pal club! With lots of fun, for info, send SAE to Paul Dunbavan, 4 The Green, Ribble Village, Ribbleton, Preston, Lancs. Get writing now, ya hear?!

Well, we always have a lubbly jubbly box at the end of classifieds, and this month's no exception. Although we tell you this time and time again, there are a few out there who still need their ear's syringing. We can't be hung, drawn and quartered if the Master System you've bought from our small ads section keeps yabbering on about its war wound, or the Game Gear games turns out to be a spotty 38-year-old car mechanic called Kevin with a Ford Capri and a polo neck. Please take great care when writing to Pen Pals and User Clubs. Ads take up to six weeks to appear. We pull those deemed unsuitable.

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COMING SOON...

Toddle off to you local newsagents on October 14 and you'll find a nice new SEGA MASTER FORCE waiting for you on the shelves!

Sonic Chaos

We'll have hot news of the latest **Sonic** and **Tails** adventure — it's looking like a really hot game and we just can't wait to play it!

Desert Strike

Domark's superb helicopter strategy shoot-'em-up comes flying onto the Master System with impressive graphics to show off.

Fantastic Dizzy

The little egg bloke has a cracker of a game up his sleeves. Check out our full review in the next issue.

Micro Machines

You had the mega-preview this time but there'll be a bumper review of the mini racing models next time around — and what a game it is, too!

Cool Spot

The Mega Drive game has been a huge success and the Master System cart's set to do the same. The little red spot leaps into your lap next month.

Dear Newsagent

I don't want to miss out on the next fantastic issue of SEGA MASTER FORCE so I would like you to take note of this little coupon I have carefully cut out and placed on your counter.

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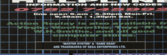
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